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WELCOME TO MEAN MACHINES...

REGULARS

REVIEWS

MEGADRIVE

MEGA-CD

32X

SATURN



COVER STORY 18

▼ *Milk break at the Sega Pro offices. Phil Ching's on the left. Honk!*



MEAN MACHINES EXCLUSIVE

Theme Park



For your amusement we cover Bullfrog's sensational new Theme Park simulator. The first Megadrive game that lets you sack people and mop up the puke of young children. We reveal all in a frankly massive review, with a sprawling park of our own — Cheesy Tongue World of Misadventures.

NTENTS

GAME GEAR

SHINING FORCE CD

Only a two-page review, but this pic's cool.



FEATURES

PREVIEWS



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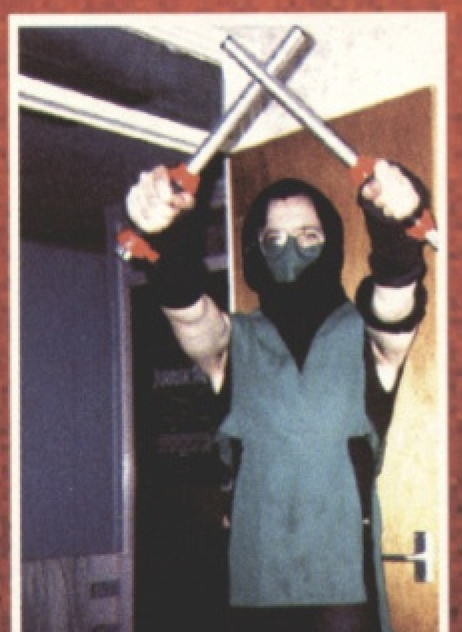
TV TRIVIA QUIZ CORNER: Nos 1 and 2:
1. Who played the Man From Atlantis?
2. What was the tin foil creature in Morph called?



There's a hushed feeling in the office at the moment. By the time you're reading this issue, we will have got our hands on Daytona for the Saturn — and we can't wait! Not since SFII and MKII have we awaited a game so eagerly, and needless to say next issue will see Daytona given more space than any other game. Ever. As Alan Partridge says, 'Join Us!

CASH FOR PHOTOS

Following last month's gruesome gallery of photographic exploits, MEAN MACHINES are proud to present yet *more* 'Cash for Photos' to feed the imagination. Don't these people have any sense of shame?! If you've got photographic evidence of a extra-terrestrial nature, sign, seal, and deliver it to: CASH FOR PHOTOS, MEAN MACHINES SEGA, 30-32, FARRINGDON LANE, LONDON, EC1R 3AU. (We also accept video footage).



MORTAL KOMBAT CHARACTERS

Ahem! Yes, well, what can we say? Um, well done Mr and Mrs Callis, very convincing Reptile and Kitana lookalikes. Oz was particularly taken by Kitana's high fashion pixie boots. The cash is on its way.



THE LIST IN FULL...

The list in full for all you potential Cash For Photos nuts!

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RIAL

YOUNGER BROTHER BOUND AND GAGGED



Oh come there's no fooling the eagle-eyed MEAN MACHINES jury! Look at those bonds they're not going to keep little brother in that cupboard for long! But Robert Handlin, we did like the industrial strength tape across the gob so the brown crinkly one is heading your way.

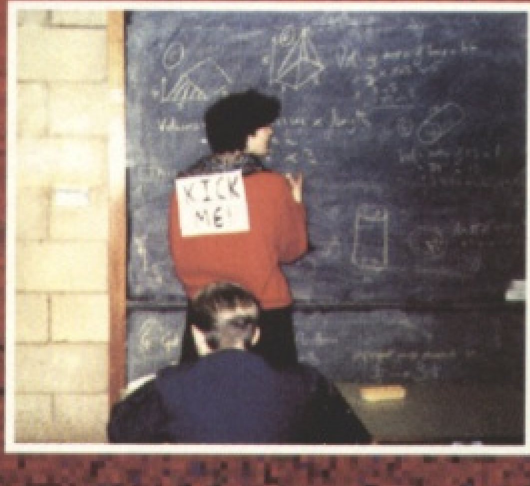
BAD HAIRCUT

Quids in for Michael Marchant with this cracking sad haircut pic of his Mum, Barbara. Oh, and Claire wants to know where she got the beads! A tenner's winging its way to you as we speak.



"KICK ME" NOTICE ON TEACHER'S BACK

Mathematical mischief from A Davies. What a scamp, but I bet he can't work out the volume of of a cylinder! What's it like going to school on the set of Prisoner Cell Block anyway, eh? There's also debate in the office that this looks just a teeny bit staged...



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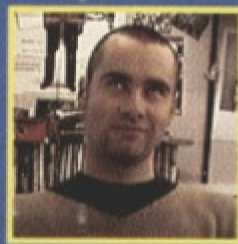
LIFE IS CRUEL (AND SO ARE WE)

STEVE



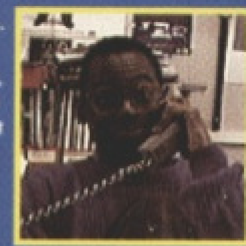
"We 'ad to do drama when I was a nipper," chirps Steve. "So as we could all get parts in EastEnders when we was older if we couldn't get a job in McDonald's. Anyway, there was this one kid called Michael Weekes oo we all really 'ated. One time we just decided to beat him up and hid him under a stage block, then we started poking these big metal rules through the hand holes. We told him if he told anyone he was there we'd kill him, so he spent the entire lesson there. After that he got done for skiving the lesson! How we laughed!" And you can now catch Michael Weekes playing Rowley the dog in Albert Square.

GUS



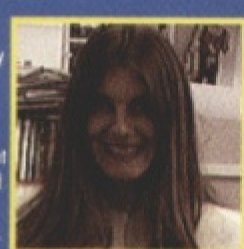
Gus still beams delightedly at the thought of his junior sadism. "There was a really spaccy kid at our school, hoots," intones our jocular jock. "He did this strange impression of Jaws where he just gaped his mouth open and rolled his head back, eyes glazed. We thought it was really funny, so we used to bang our desks, chant, and punch him in lessons until he did it. And he was always the one to get scalped for it too! What a shame he got expelled and now lives under a bridge."

OZ



Ask Oz about his misguided childhood behaviour and a sudden cloud of repentance obscures his lovely visage. "One time me and my brother looked under this big rock and found a colony of little ants, busily working away. So we killed them all. We put them in buckets and watched them drown, we burnt them with lit aerosols, we even staked them out, peeled them and prayed to Satan. One day the Lord will strike me down for such an act of genocide". Let's hope he didn't see what you did with the goats then, Oz.

CLAIRE



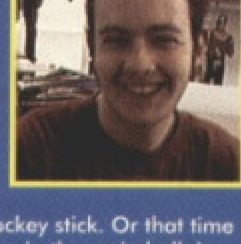
Of all the confessions, Claire's is the most shocking. Take it away Coulthard: "There was this really fat ugly girl in our year called Julia Morn. I really really hated her, so I spread the rumour that she carried this horrible plague disease because she was infested with parasites. From then on, whenever anyone touched her everyone would point at them and shout 'Morney fleas! Morney fleas!'. If you wanted to wind someone up you'd push them into her or just laugh and shout 'Morney fleas! Morney fleas!' some more. Tee hee."

PAUL



"My pater bought me a splendid air pistol for my birthday when I was young," recalls Paul, misty-eyed "My natural blood-lust was soon aroused and I found myself using any excuse to pull it out of my waistband with a hearty 'You lookin' at me?' and pop off a couple of shots. Indeed, I vividly remember spending one balmy summer afternoon repeatedly shooting a cornered frog in the head whilst a crowd of on-lookers cheered me on. Fortunately I wasn't in France myself at the time, so the police let me go! Arf arf!"

RAD



Rad has no shame about his schoolday indiscretions. "Me and my friends used to have great fun tormenting our pal Steven Barker." he recalls "He'd flinch if you did anything, so our favourite trick was to get one person on either side of him, both of whom would hold up their arms and lean over Steve, wiggling their fingers. Then we watch as he helplessly contorted his body, unsure of who to flinch form at any time – he looked like he was having a fit. Or perhaps my favourite was when I hit him in the nuts with a hockey stick. Or that time when we locked him under the stage in the main hall. I can't decide."

PRIMAL FIRST MEGADRIVE

- NEW GAME
- BY PROBE
- MEGADRIVE

Already a firm favourite in the arcades, MEAN MACHINES has got the first pictures of Time Warner's Primal Rage conversion for the Megadrive. Developed by Probe, the code is a mere 20% complete with two Vertigo sprites battling it out against a series of backdrops ported from the arcade board.



The Primal Rage coin-op pits a number of prehistoric creatures against each other in a battle for world supremacy. A one-on-one beat 'em up, a variety of flesh-tearing dinosaurs and huge apes offer some of the weirdest special moves you are likely to see, including pungent farts, skull-crushing dives and bad breath! However, rather than create the creatures directly on screen, Primal's many combatants were created using the Ray Harryhausen techniques of creating clay models built around flexible metal skeletons which are painstakingly bent and filmed to create each animation.



Time Warner's conversion is based on the latest update of the Atari coin-op, which has added an extra dino to the fray, and both Time Warner and Probe are confident that all the coin-op fatalities and moves will be crammed into the Megadrive cart — including the ability to eat the villagers who crowd each bout. A Saturn, 32X, and Game Gear carts are also on the

DAYTONA DATE-LINE

- UPDATE
- BY SEGA
- SATURN

Sega's Daytona USA on Saturn, the most important release for the machine to date, is set to arrive in Japan on April 5th, meaning that a full review will be possible next issue. Work is still ongoing, with the multi-player mode causing the most difficulty. Sega intended to release a multi-player connector at the same time as Daytona, but the game may still appear in a single player format. Whatever the outcome, nearly all the game's polygon features and custom FX have been ported in the conversion.



RAGE PICTURES!





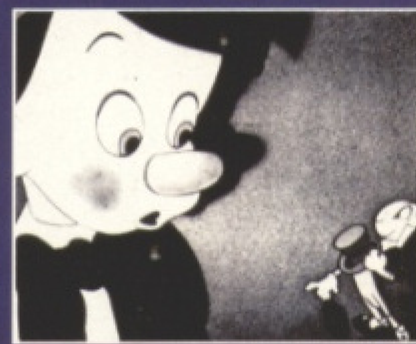


▲ *The antidiluvcian equivalent of Bianca and Natalie from Eastenders.*

HEY, BIG NOSE

- NEW GAME
- BY VIRGIN
- MEGADRIVE

Normally, if you tell a porky, you get a slap round the head from a parent. Not so, with Virgin's latest Disney acquisition. Yep, the chaps behind The Jungle Book and The Lion king have teamed up with Disney again, this time for a platformer starring that wooden actor, Pinnochio. Developed in the catacombs beneath Virgin's Ladbroke Grove HQ, the game is said to be a rather smart-looking platformer featuring animation identical to that of the cartoon. Plot details have yet to emerge, but Virgin have confirmed that the game is set for a Megadrive, 32X and Saturn release later this year. And we'll be getting it first. Nyah.



IN LINE FOR FIRE

- NEW GAME
- BY EA
- 32X

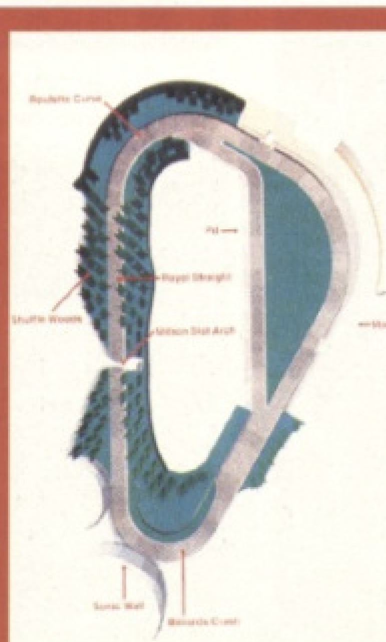
Good news for the 32X coming from EA, with one of the biggest 3DO hits to date, Return Fire, making its way to the Sega add-on. The innovative wargame mixes realtime polygon graphics with split-screen action. There's a strong strategic element to the game as you direct tanks into enemy territory in a bid to capture their base.





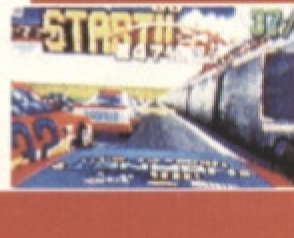












RETURN OF THE BLOB

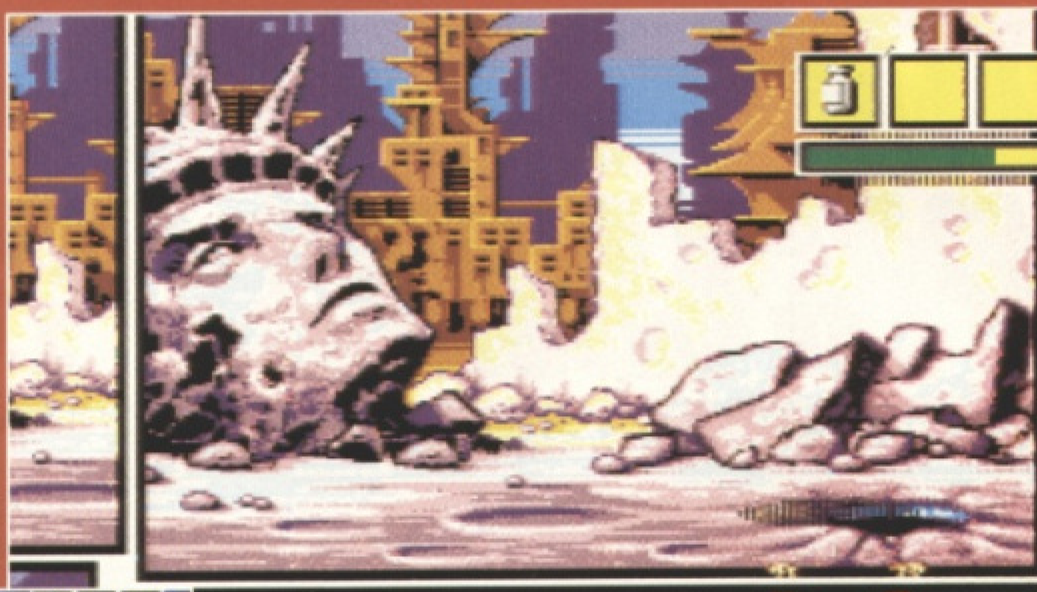
- NEW GAME
- BY SEGA
- MEGADRIVE

Insiders at Sega are getting excited about a new project starring a slimy blob. Provisionally titled 'Ooze', no pictures are yet available but the American-originated game features a novel overhead gameplay perspective and tasks involving slithering about digesting all and sundry. Sounds like it should be renamed 'The Gus'.

SEGA'S BIG SUMMER DRAW

- NEW GAME
- BY SEGA
- MEGADRIVE

Sega are indicating that their novel beat 'em up Comix Zone is going to make the running for the Megadrive this summer. The game is attracting more attention than the average Streets of Rage/ Ninja Turtles affair by placing the action within the 'pages' of an action-packed graphic novel.

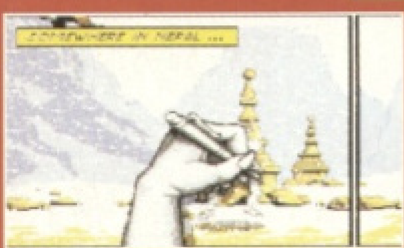


The hero, Sketch, battles his way through each panel, which is laid out as a series of separate drawings mapped onto a page, scrolling in four directions. His nemesis is the animated hand which arrives to scribble some mean-looking creatures. Progress sometimes means busting through the margins between frames, or breaking through the scenery. The action is nicely offset by a puzzle element, and storyline inserts.

This 24MEG cart features some of the best-looking graphics seen on the Megadrive, and it's no exagerration to mark this out as one of the major titles of 1995. MEAN MACHINES will be carrying more before the projected July release.









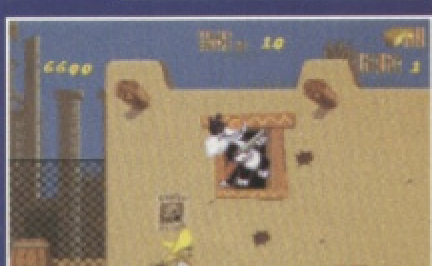
SCORING SPEEDY

- NEW GAME
- BY SEGA
- MEGADRIVE

Determined not to go the same way as Larry Grayson, Speedy Gonzales is trying to resurrect his career before becoming cat food. Although his catchphrase: "Arriba, Arriba" doesn't quite match up to "Shut that door", Speedy enjoyed a late Seventies teatime following with his Mexi-corny cartoon. Sega are employing him in yet another cartoon platformer. His legendary speed plays a part in his battle to save his girl from the clutches of Sylvester the cat.







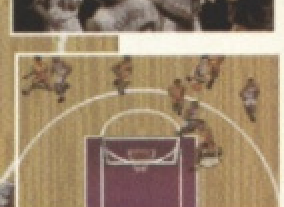
MORE BALLS

- NEW GAME
- BY SEGA
- MEGADRIVE

Sega plan to add their NBA Action to the melee of basketball games on the Megadrive stand. Despite a rumoured slow response to Acclaim's NBA Jam TE, they obviously feel their overhead viewed game with copious stats is going to thrust the sport back into the media spotlight. Or something. NBA Action is due out this Summer.







ALONE AGAIN

- NEW GAME
- BY TBA
- 32X

Remember our CES report where we unveiled the first pics of Interplay's rather smart-looking Alone In The Dark II for the 32X? Looked good, didn't it? Well, sadly a UK release has been further postponed as Interplay don't have the rights to release it in the UK! This is a real blow, as we reckon it had all the makings of one of the best games for the plug-thru and would be the perfect showcase for it. Still, Infogrames distributed the game in the UK, so perhaps it will appear through them. Fingers crossed.



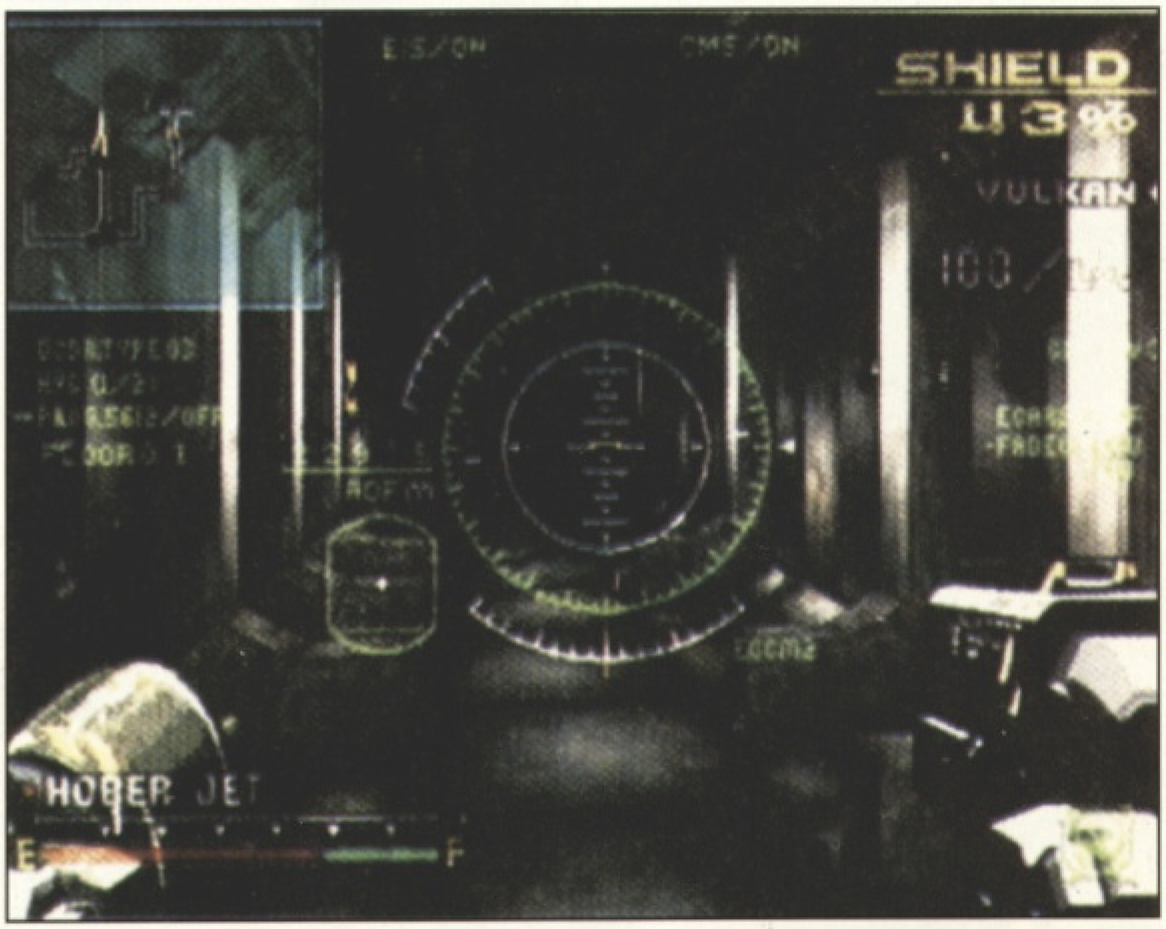


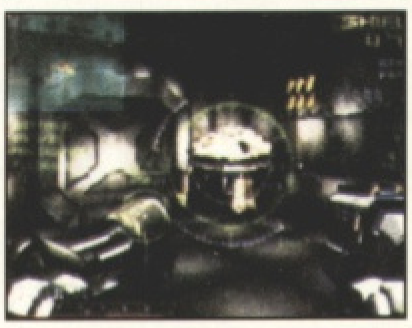


FACE YOUR DOOM

- NEW GAME
- BY SEGA
- SATURN

A 3D maze blaster, similar to Doom is one of the March Saturn releases. Daedelus takes place on a massive orbiting space station overrun by swarms of hostile robots. You pilot a remote armed unit through dozens of labyrinthine levels. The textured graphics look sensational, and all sorts of Saturn graphic effects are used. A full review next issue, we promise.









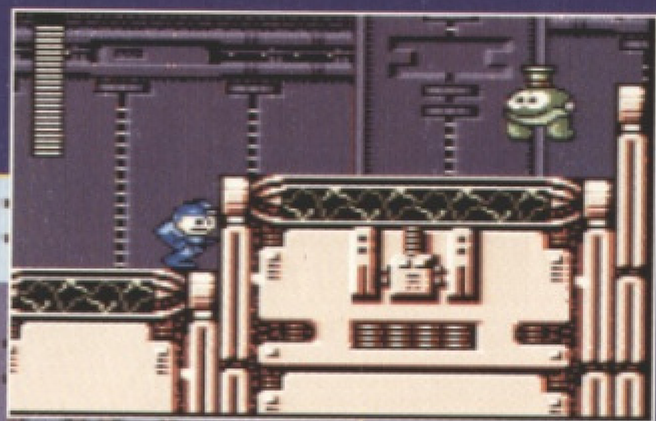
▲ *Daedalus was the mythical father of Icarus, you know.*

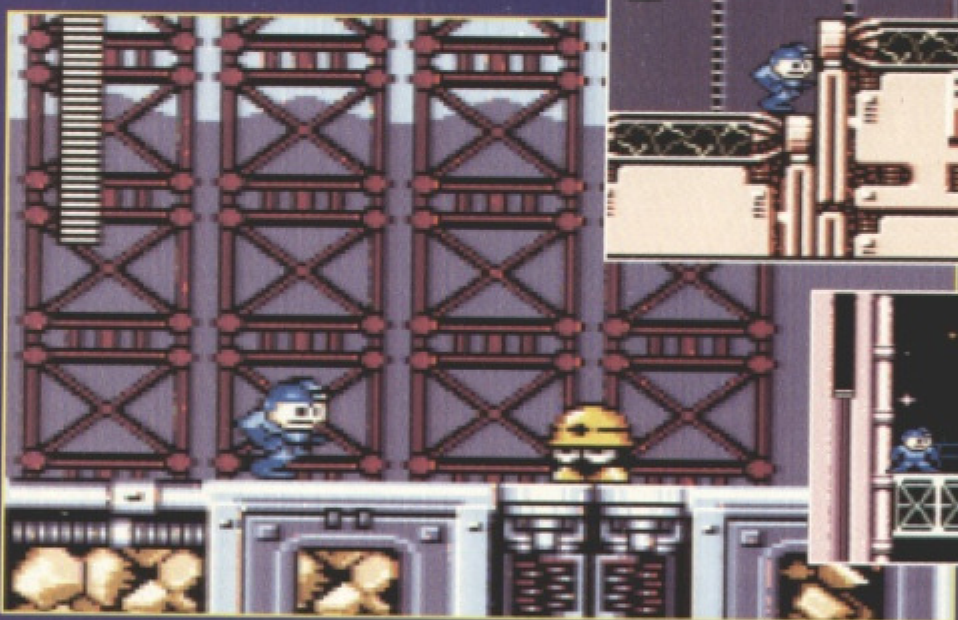
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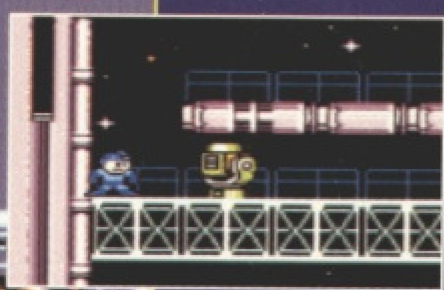
- NEW GAME
- BY SEGA
- GAMEGEAR

There just wasn't the space to preview US Gold's Megaman on Game Gear, but as these pics suggest, the game is pretty far advanced and due to hit the streets in a couple of months. Following their minor triumph with James Pond 3 (reviewed this issue) US Gold have themselves a potential gem, with highlighted levels from the last six Megaman adventures on various other formats. The gameplay is as faithful as the graphics, and we can hardly wait to do next month's review.









FIFA LA 32X!

- NEW GAME
- BY EA
- 32X

With the 32X yet to play host to a footy game, EA have stepped into the frame with an enhanced version of FIFA. Looking to the next generation of machines, it looks likely that EA's biggest titles are set to hit the plug-thru, although at the time of writing it hadn't been decided what form the game would take. Here at MEAN MACHINES we're hoping they'll attempt to cram the panning and zooming of the 3DO game into the cart, but there are doubts as to whether the 32X could handle it. Still, needless to say, we'll be watching for news of FIFA 32X like a hawk, and you'll see it here first.

32X PUNCH-DRUNK

- NEW GAME
- BY EA
- 32X



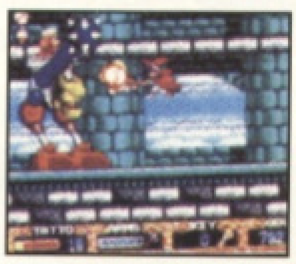
Hot on the heels of their 32MEG Megadrive Toughman Contest, EA are currently putting the finishing touches to an enhanced 32X version. 32X Toughman is the same game in terms of content, but the programmers have gone to town on the presentation, using the full 256 colours for the fighters and creating all-new backdrops. Similarly, the sound is being improved, too, with EA opting for QSound to give a 'surround sound' feel to the effects, which are. in turn, samples lifted from televised Toughman bouts. A review is on several pieces of card as they say.

POPFUL HOPEFUL

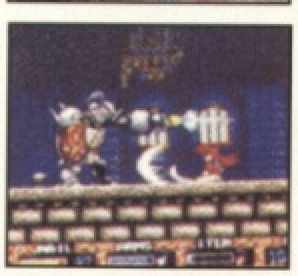
- NEW GAME
- BY WORKING DESIGNS
- MEGA CD

Popful Mail is a strange action adventure game on the Mega-CD which has just been released in the States courtesy of Working Designs. The company has made its name in converting massive Japanese RPGs like Lunar: Silver Star and Vay to English text translations. Popful Mail fits into that mould, with a massive two hours of dialogue. It also has appealing side-scrolling arcade sections reminiscent of the Wonderboy games. A UK version is a serious possibility.









ICE MAGIC

- NEW GAME
- BY US GOLD
- MASTER SYSTEM

They thought it would never happen... but the Master System is set for a new title. US Gold are converting the NHL Hockey game reviewed on Game Gear this issue to the super-annuated 8Bit. So does this portend a Master System revival along with flares, lava lamps and Labour governments? Well, Sega estimate they'll still sell more Master Systems than Saturns in 1995...



BUGGLES

- NEW GAME
- BY SEGA
- SATURN



Sega's much-needed platform injection for the Saturn is coming in the form of Bug, a little title for a potentially massive game. The eponymous hero explores a bizarre but beautiful world of strange birds and dragons. He is able to move in and out of the scenery and employ various magical effects. With months of development to come, it looks exceptionally pretty already.



LOOK AND LEARN

- EDUCATIONAL
- BY SEGA
- MEGA CD

The Mega CD's first reference work has arrived in the US, with a compact disc version of Compton's Interactive Encyclopaedia. 12 attractive leather-bound volumes have been squeezed onto the platter. In addition to the complete 34,000 article edition, there are 5000 photo stills and a few dozen video sequences. No plans as yet for an English-spelling version in the uK, but the gap in the market is certainly there.





POCKET BILLIARDS

- NEW GAME
- BY DATA EAST
- SATURN

Data East have their first Saturn development in progress with an update of Side Pocket, their Megadrive billiards and trick shots game. The basic tabletop action is supplemented with digitised 'hostesses' and a wealth of options.





▲ *Vic Tokai's UK marketing manager, Wodge, looking unusally smart.*

MKII: THE NEXT GENERATION

- NEW GAME
- BY ACCLAIM
- SATURN

If you were disappointed that the 32X version of MKII wasn't quite arcade perfect, Acclaim and Probe are set to redress the balance with a new Saturn version. Although the game has yet to apear on a release schedule, MKII for the Saturn will indeed be arcade perfect, with the coin-op sprites reproduced perfectly for the machine, and all the effects and juggle combos surviving the transition. Needless to say, Acclaim are remaining tight-lipped regarding a release date for the conversion, but more will be unveiled nearer the Saturn's launch.



SEEKING ASYLUM

- NEW GAME
- BY BINARY ASYLUM
- MEGADRIVE

One of the better Amiga games for ages, Binary Asylum's Zeewolf is Megadrive bound. Best described as 'Choplifter in 3D', the player is given control over a blue helicopter as they whiz across a polygon-based landscape in search of their green enemy. The basic aim is to blast the greens into submission whilst rescuing as many of your blue compatriots as possible. The Amiga game was graphically reminiscent of David Braben's Zarch/Virus which hit the floppy machines a few years back, and the Megadrive game is set to recreate the pathwork landscape and keep it moving perfectly. Apparently, Binary Asylum are touting the 90% complete code to a number of software houses at the mo, so expect pics and more news imminently.



PITFALL SWINGS ON TO 32X

- NEW GAME
- BY ACTIVISION
- 32X

Activision are currently working on a version of Pitfall: The Mayan Adventure for the 32X. Looking rather similar to the existing Megadrive and Mega-CD games, Harry's 32X outing is expected to feature larger sprites, even more levels, and better animation than before. A release date hasn't been set, though, and only a very murky shot has filtered through to us.



DREDD-FUL 32X

- NEW GAME
- BY ACCLAIM
- 32X

Support for the 32X is on the up, as Acclaim are about to unveil a 32X version of their Judge Dredd licence. With the Megadrive and Game Gear code both 75% complete, Probe's next task will be to bring Joe and his cohorts over to the plug-thru, along with bigger sprites, better sound and extra levels. The basic platform element will remain the same but, as is the custom with such upgrades, the game will be expanded in every area. As such, a 256-colour version of the game should be patroling the streets in time for Chrimbo.



WIN! MORE X-MEN GUBBINS

- NEW GAME
- BY PANINI

We love the X-Men, we do. Every Saturday we're all tucked into our respective beds glued to the adventures of Wolverine, Cyclops and their mutie mates. And we know you love them, too. That's why we're offering you the chance to win one of forty sets of the brand new Panini X-Men collector's cards. Oh yes. Each set comprises twenty packs of cards, with each pack containing ten cards, And as the set is made up of 150 cards, there's a strong chance you'll complete the set immediately. If not, then you'll have to go out and buy a pack for 60p won't you! Anyway, to win one of the sets, just answer the following question:

Which X-Person has Adamantium claws?

Send the answer, on the back of an envelope, to the usual MEAN MACHINES address marked: X-CITING OR WHAT COMPO?



YOU DON'T SAY

Ooooh, you'll never believe what I've heard...

A shorter column this month, because of the ad below. Still, we're off to movieland, where following the likes of Judge Dredd and Batman Forever, we hear that Tank Girl is also Megadrive-bound. The film stars Lori Petty (after Emily Lloyd backed out because she didn't know she had to shave her head. Doh!), with Ice-T and Malcolm Macdowell also in the cast. SCI have already been scared off by the cost of the licence, but rumours are abound that it'll arrive courtesy of Ocean. by the way, we had a taster of the Batman Forever three-minute trailer, and it looks stunning. Let's hope the game's as good. Please.

Sad news from Brum, where US Gold's Izzy platformer (WIPed last issue) has been delayed until September. We've no idea why, though.

Arsenal sponsors, JVC, are developing a character called Johnny Flash who is destined to star in a series of cartoons which JVC are paying for. Needless to say, Mr Flash is also destined to head for the Sega systems, with a Mega-CD game already confirmed.

Ocean's Costner licence, Waterworld is said to be shaping up very nicely indeed, with Putty Squad developers, System 3, at the controls. Still no details on the game yet, but we just thought we'd keep you posted. We're good like that. Talking of Ocean, don't expect to see a review of their Manchester United game we featured in our supplement a few months' back. basically it's complete arse, and a tragic attempt at a footy game. And you read it here first!

'Til next month,

Pip pip

WHITE OUT!

WIN A MEGADRIVE + 32X + HEAD GEAR!



The 'World of Sport' has changed a lot since this comps minion was at high school. Back then sport equalled PE, equalled scratchy gym kits and cold, wet morning runs around the 'cross country' course, which was in reality a patch of muddy grass between two brick buildings. Of course you could forget you kit, but you'd just be given a pair of suspect nylon shorts that someone had cacked their whack in.

But things have changed, oh yes! Nouvelle sports like Snowboarding have made it a positive pleasure to get healthy. Snowboarding involves skiing, but on one leg, which is a pretty silly thing to do, with all considered. The bonus is being able to wear all the clobber — ski-hats and dayglo tops with squiggly bits and funny slogans.

And now Sega have seen potential to link the high-speed danger sport with the not-so-aerodynamic but terribly powerful 32X machine. And they've gone as far as putting a Sega snowboarding team together, from the UK's top five youth competitors — giving them lots of cash and flying them to exotic ski resorts for photo shoots. Can't be bad, we say.

And to celebrate their daredevil antics, Sega's agency SSM is inviting you to risk life and limb by designing a Sega-related snowboard, with any artistic or design features you fancy. The prize for the best board is a Megadrive-32X combo with one of the new titles, a snowboarding video and a fashionable Da Kine hat. Some runners up will get vids and hats.

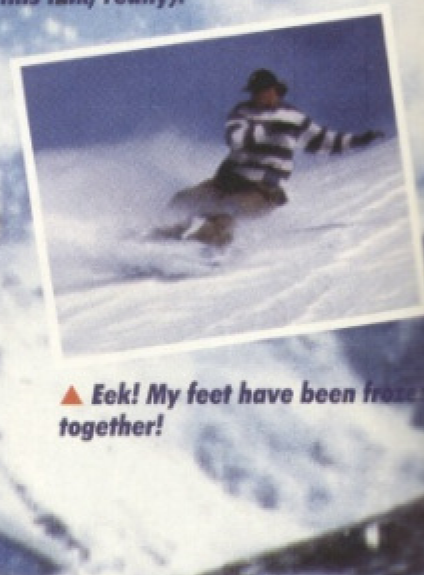
Stick your design on a sheet of A4 card or paper and send it to us at **SNOW IS FALLING ALL AROUND ME COMPO, MEAN MACHINES SEGA, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.** Make sure it arrives before the 10th May. All normal competition rules apply. The Editor's decision is final. No matter how daft he seems.



▲ I bet he fancies her. Honestly, I bet he falls over trying to impress her.



▲ Yes, even Sonic can do it (bit tenuous this link, really).



▲ Eek! My feet have been froze together!



BIFF!
SHAZAAM!
TFX
More superer than Sonic!
SUPER STREET FIGHTER 2
hits the Amiga!
KAPOW!
OUCH!
LOST EDEN
Would you Adam 'n' Eve it?
Read The One's EXCLUSIVE! deeply probing Work in Progress!
PAT!
DEMOED!
FLIGHT OF THE AMAZON QUEEN
It's HUGE!
BALDIES
Go on, give 'em a good slap!
FREE!
Nelson Mandela under each disk!*
THE ONE
April issue: Considerably nicer than a smack in the face. In all decent newsagents from 28th March. You'd be a fool to miss it (doh!)!
*Contents subject to change at the last minute



1 PLAYERS | **16 MEG**

GAME TYPE
STRATEGY

PRICE	TBA
BY	BULLFROG
RELEASE	APRIL

OPTIONS
CONTROL: JOY PAD
CONTINUES: PASSWORD
SKILL LEVELS: 3
RESPONSIVENESS: GOOD
GAME DIFFICULTY: MEDIUM

1ST DAY SCORE
SELL UK FOR $0.5m

ORIGIN
Theme Park evolved from Bullfrog's previous people simulation, but the real-life inspiration is obvious.

GAME BREAKDOWN



GAME AIM
Build a series of amusement parks from scratch. Make them both popular and profitable using a point and click menu system.

"Roll up! Roll up! Buy your tickets, find your way, take your seats for the greatest show on earth. Today is the grand opening of Theme Park. Designed to be fun for all the family, we can guarantee you thrills and spills never experienced before. From the depths of our oceanic experience, to the plummeting plateaus of our runaway rollercoaster — hold on to your lunch for dear life.

Oh dear. Maybe you should have skipped that burger. Never mind, there's a balloon waiting for you in Toyland — come in and browse. So you want some seated entertainment? Buck's Fizz are playing in the pavilion shortly, you might just make it. Who's crying? Don't worry Coco the madcap clown will make you smile (and if he doesn't I'll sack him). Here comes the bus! What, leaving so soon? Wait, you'll miss the dolphins! They really do jump through hoops. Don't go — have some chips! Wait..."

MEGA GAME



Them



BOUNCY CASTLE



The cheapest thrill, and usually the first attraction. Good for kids, but notoriously unreliable.

THRILL ★★
RELIABILITY ★

MERRY - GO - ROUND



Another of the earlier rides, which works well near the entrance. Compact and the punters seem to like it.

THRILL ★★
RELIABILITY ★★

SUPER SPINNER



A mid-price range machine that lifts off the ground. Too fast and the kids come out puking. Takes a lot of punters.

THRILL ★★★
RELIABILITY ★★★





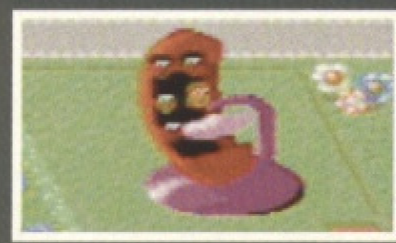
WHAT A RIDE!

The heart of the park is its rides. In total, 30 different rides are included, though only a couple of park locations have all of these. When you begin, only four basic models are accessible. New rides become available through research. Before choosing a ride assess its suitability for the park. You want a good mix of excitement rides and those that attract small children. Some rides take lots of people at a time, whereas others will create long queues. The cheaper rides break down more frequently, and some rides are dangerous, so the 'thrill factor' has to be finely tuned.



▲ ***Spring appears as burgeoning flower beds.***

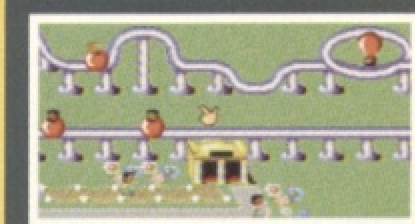
PIRATE BOAT



A rollicking white knuckle ride, that takes up hardly any space, yet offers top notch thrills. In the upper price bracket.

THRILL ★★★★★
RELIABILITY ★★★★★

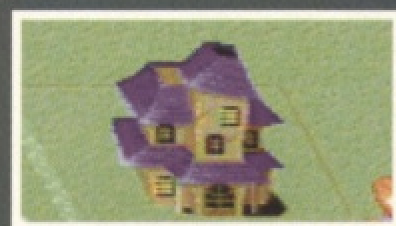
ROLLER COASTER



Every park has to have one. Build as big as you like, add dips and crests — make it the centrepiece of your park. It does need a lot of space.

THRILL ★★★★★★
RELIABILITY ★★★

HAUNTED HOUSE



Excellent! One of the premier rides that attracts crowds because of its scary show. Reliable and high capacity too, but pricey.

THRILL ★★★★★
RELIABILITY ★★★★★

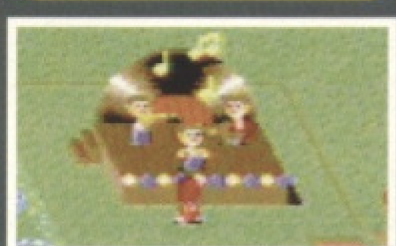
GHOST TRAIN



The most expensive ride to start with, but it's a real draw, as it scares the crap out the punters. The only pity is its poor capacity.

THRILL ★★★
RELIABILITY ★★★

BAND



Later on, the band is the type of feature that appeals to a broader range of punters. It pleases rather than thrills, but is low maintenance.

THRILL ★★
RELIABILITY ★★★★★

SPEEDWAY



You lay your own track, as big as you want. The more turns it has, the greater the thrill, but the risk of accidents also increases, and it can prove to be very expensive.

THRILL ★★★★
RELIABILITY ★★★

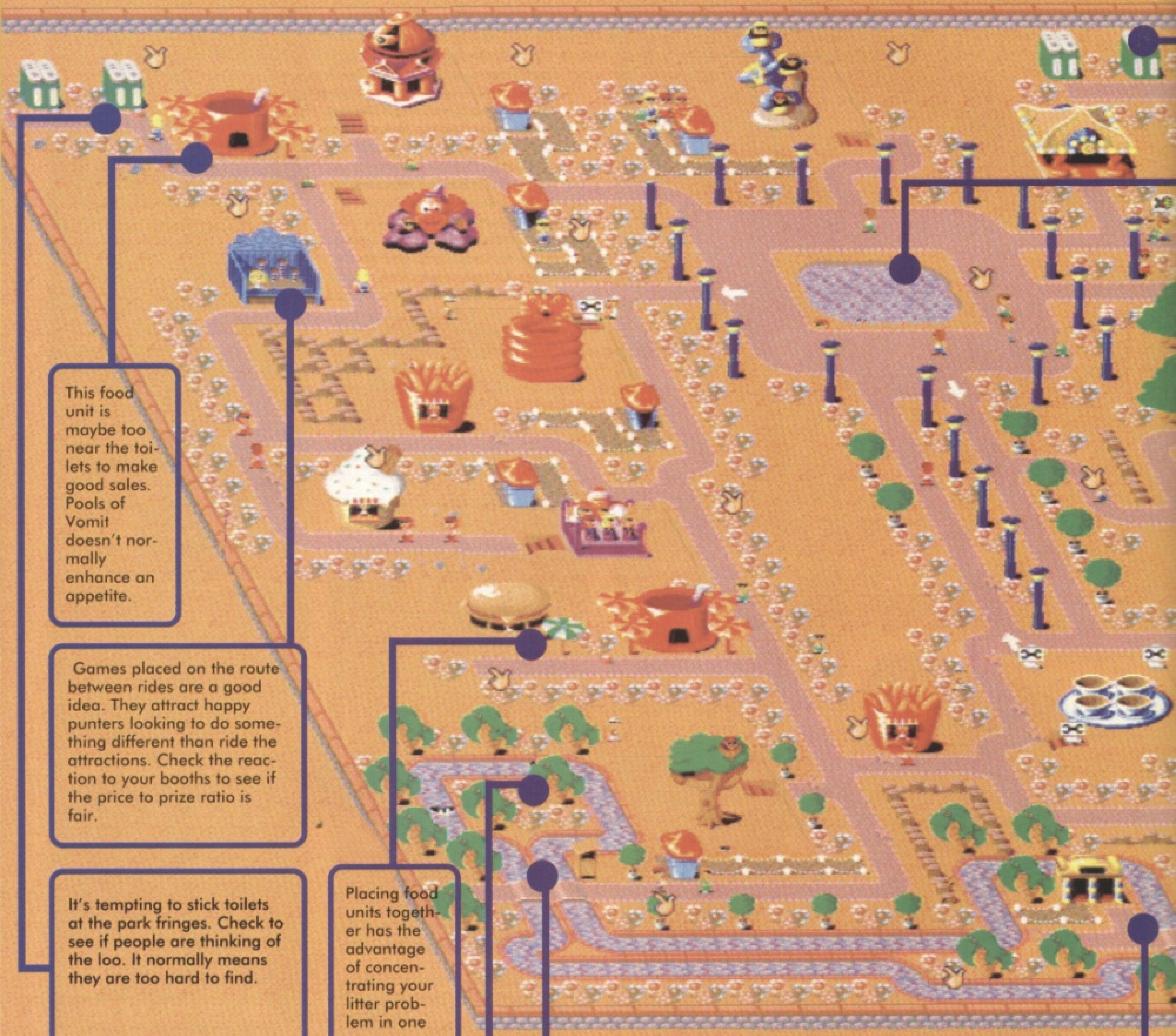
OBSERVATORY



A real snoozer this one, but it has the advantage of being relatively cheap and having bulk capacity. Suits a quiet corner.

THRILL ★
RELIABILITY ★★★★





This food unit is maybe too near the toilets to make good sales. Pools of Vomit doesn't normally enhance an appetite.

Games placed on the route between rides are a good idea. They attract happy punters looking to do something different than ride the attractions. Check the reaction to your booths to see if the price to prize ratio is fair.

It's tempting to stick toilets at the park fringes. Check to see if people are thinking of the loo. It normally means they are too hard to find.

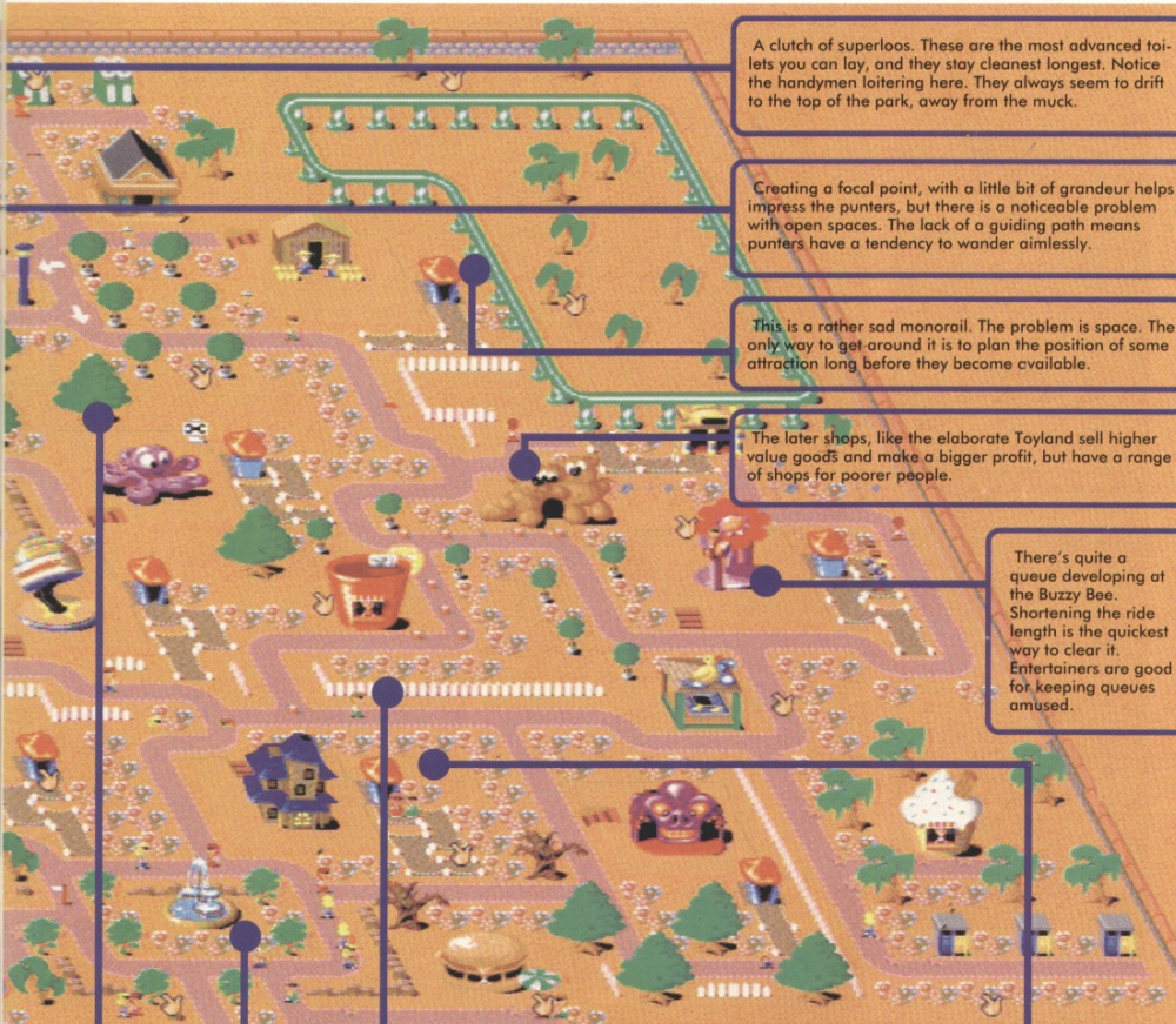
Placing food units together has the advantage of concentrating your litter problem in one area.

These lavs are classed as 'outhouses'. They're better than wooden shacks, but not much. Without regular cleaning, the smell will make people sick.

The tube ride allows paths to cross with the aid of little bridges, but some tracked rides are impassable.

Tracked rides have an entrance an exit. Positioning of queues is even more important than usual.

Landscaping features like trees may be placed around tracked rides to make them even more interesting. Twists and turns also increase the thrill factor.



A clutch of superloos. These are the most advanced toilets you can lay, and they stay cleanest longest. Notice the handymen loitering here. They always seem to drift to the top of the park, away from the muck.

Creating a focal point, with a little bit of grandeur helps impress the punters, but there is a noticeable problem with open spaces. The lack of a guiding path means punters have a tendency to wander aimlessly.

This is a rather sad monorail. The problem is space. The only way to get around it is to plan the position of some attraction long before they become available.

The later shops, like the elaborate Toyland sell higher value goods and make a bigger profit, but have a range of shops for poorer people.

There's quite a queue developing at the Buzzy Bee. Shortening the ride length is the quickest way to clear it. Entertainers are good for keeping queues amused.

Fencing helps control the movement of the punters as well as being interesting to look at. Lost punters soon get bored and irritated.

19. The road carries punters to and from the park, by means of buses. Buses get larger as you invest in research.

Machines break down frequently. Smoke gives you a warning all is not well, and it's vital to summon a mechanic at that time. The mechanic closes down the ride and erects these signs before rectifying the fault.

Getting the right queue length is important. Too long and it wastes space. Too short and punters won't wait. Attractions like the observatory take lots of punters in one go, but last for a long time. Give enough queue space to take the ride's capacity of punters.

FOREIGN FIELDS

The UK is just one of a clutch of potential park sites dotted around the globe. Each presents different challenges for the owner, depending on the economy of the host country. First, to buy into other countries you need capital gained from your previous profitable park. The more lucrative the area, the higher the start-up cost (Europe is cheap, America costly and Japan astronomical). The population estimates are important as they show how easy it will be to pull in large numbers. Take note of the state of the economy as poorer punters bring a lot less spending money. And watch out for nasty land taxation and high interest rates, which take an annual bite out of your balance.



MIXING DESK

Sound plays an active rather than cosmetic role within the game. The sampled spot effects accompany punters being sick, crying, laughing or the arrival of the all-important bus. Cleverly, the music changes between one of thirty jaunty themes, depending on the main featured ride. If the ride malfunctions the music will start to reflect this by going wonky.

DISMALAND

In Theme Park you create your own world of amusement. Starting with an empty plot of land leased from the government of the country you are in, the park is constructed through a series of icon menus. Rides, shop units, gaming booths, paths, signs, landscaping features and staff may be purchased. Naturally, the bigger your park, the more money you can realistically charge for entry, and the more people flock to its gates. Balancing your budget is crucial, as it costs more and more to run. In the long term you want to make a huge profit, sell up and start again in a more lucrative location. After all, who wants to sell balloons in Sheffield for their whole life?

JOBS FOR THE BOYS

You have to employ the right people to make things run smoothly. Theme Park doesn't stretch to interviews, but hiring the right staff is vital. Someone to pick up rubbish; someone to keep the rides running smoothly; someone to amuse the punters and someone to keep out the riff-raff. As the game progresses, you'll jiggle the numbers employed depending on the workload. Staff costs money, however, and that wage bill could rocket.





BEER AND SANDWICHES

The problems with the Unions in Theme Park would make Maggie weep. Every year they turn up at your office demanding ludicrous pay increases. What follows is a quick game of skill, with you extending the hand of agreement towards them, but making them compromise the most. Failure to agree is costly — the staff go on strike, parading with placards outside the entrance! When they come to renegotiate they demand even more. The same process is gone through with the shop suppliers.





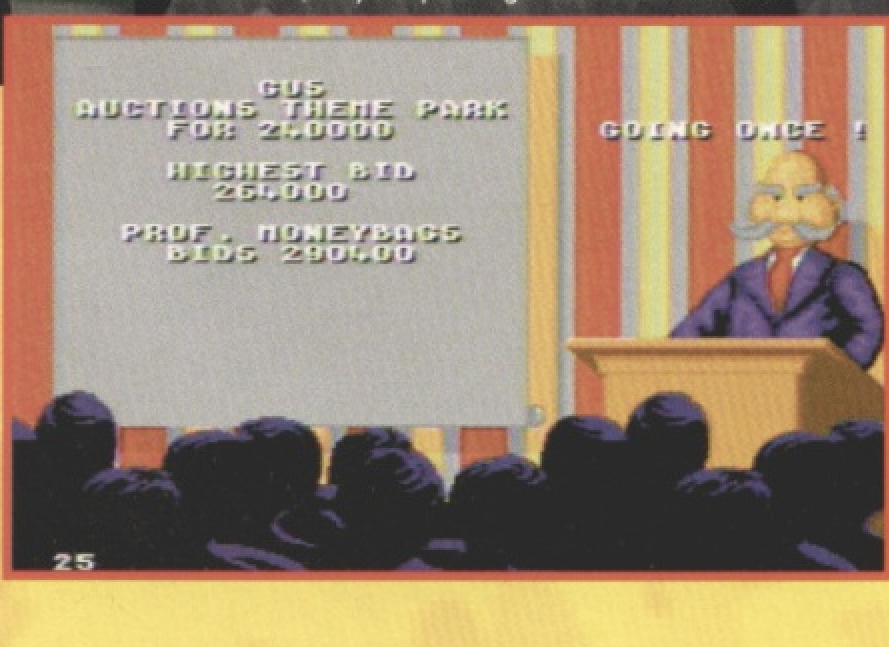
NASTY LITTLE GROWTH

Your are a businessman: the Theme Park is your business. Never forget that. A separate screen depicts a line graph of your recent progress, with colour coded markers of your bank balance, gate receipts, shop sales and expenditure. It also reminds you of loans from the banks that must be repaid. You visit this screen regularly to reset the all important entry price. The more attractions your park offers, the more you should have the nerve to charge.



UNDER THE HAMMER

The time will come to sell your park, hopefully for a handsome profit and move on. As the other territories are expensive to start in, you need to maximise your profit in the auction. The finance screen keeps you abreast of your park's value, and once a year you are given the option to sell up. The estimated value is only a reserve price, and you should see the bidding exceed it briskly. You may be puzzled that the park value may drop even as you enlarge it. Remember, as your park ages its assets devalue.

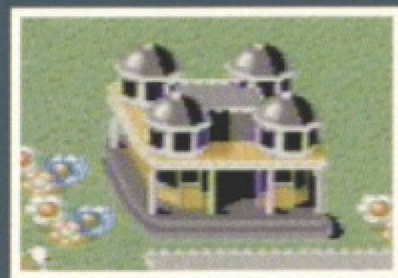


25

SELL YOURSELF

Although the punters come for the rides, they expect all sorts of other amenities, which you should be only to happy to provide — at a price. Shops, food franchises and games come under this heading. They bring in essential revenue after your punters have paid for entry tickets. Like the ride menu, better shops come as a result of investing in research. Dodgy businessmen should note the 'fiddle factor'. Each food unit has an option to maximise profit at the punters' expense.

GIFT SHOP



Your own little Harrods, which makes a mint. But remember to cater for all pockets.
FIDDLE FACTOR:None.

ARCADE



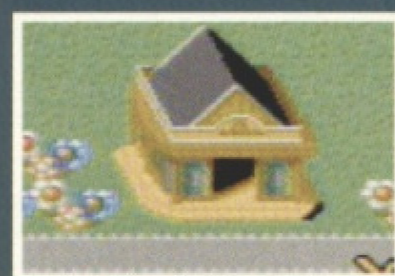
A little piece of Las Vegas: heads you win, tails they lose. Some punters disappear inside for days.
FIDDLE FACTOR:Lengthen odds.

BURGER BAR



From the very start, punters have beef on their mind. Provide it as soon as possible.
FIDDLE FACTOR: Increase the fat content.

SALOON



Upmarket watering hole. Seems to upset some punters, though.
FIDDLE FACTOR: Water down the booze.

MR WHALLEY ICES



Cheapest of the food units, these delicious ices sell quicker than hot cakes...unless your park is somewhere cold, that is.
FIDDLE FACTOR:Make 'em more sugary.

BALLOON WORLD



Cheap and cheerful gifts. They not only bring you cash, but a smile to a youngsters face.
FIDDLE FACTOR:None

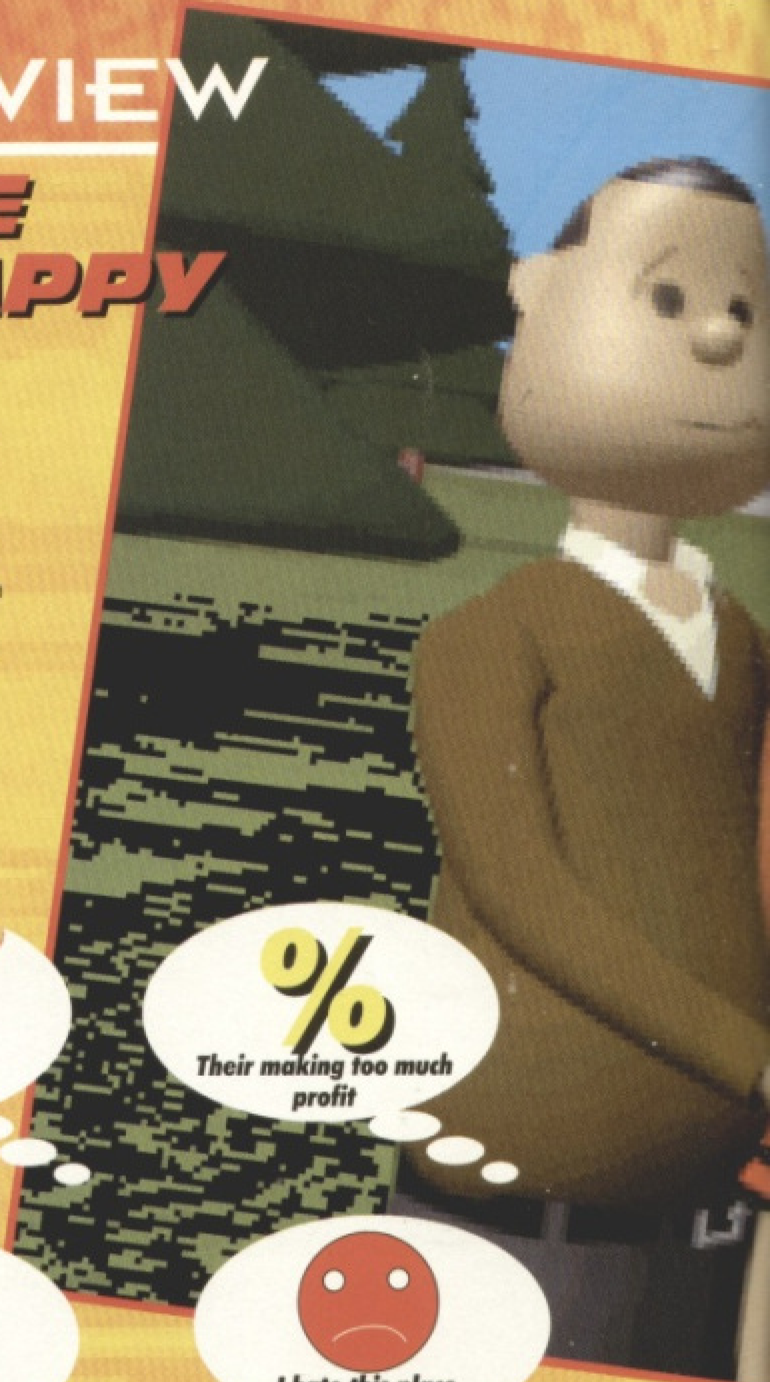
COMMENT



STEVE

This ranks as one of the most eagerly-awaited console conversions for ages, and Bullfrog have pulled out all the stops to make it every bit as good as the PC version. Even is strategy games aren't your thing, the subject matter will entice you into the world of business, and you'll soon be engrossed. This is where Theme Park really succeeds: its simplicity. Anyone can sit down and fool around with a potential Euro Disney, but to create a balanced park which makes a profit takes time and practice, adding layers of depth to the game. In portingthe code, a few ommissions have been made (mainly to make play less fussy), and this has created a conversion which can hold its head up high next to the classic PC version.

KEEPING THE PUNTERS HAPPY



The most important impression of your park lies inside the mind of its patrons, after all, they pay admission. So it is lucky you are able to look inside their minds. There are two ways of doing this. The first, using a question mark tool allows you to sweep round the park 'polling' your visitors by seeing what's on their minds at that moment. If you want to know more about an individual you can. An arrow appears above their head, enabling you to track them around the park. An additional information screen shows how happy they are, how long they've been in the park and how much dosh they have left.

THINKS...

A guide to some of the bizarre bubbles, and what the punters are trying to tell you.



POPULARITY STAKES

You are not sole operator in this Theme Park enterprise. Around the world, 19 other owners are jostling for business. Making money may be the only thing that matters to you, or you may strive to top the charts in the six categories that all 20 parks are judged on annually. 'Richest' is a measure of wealth; 'Exciting' depends on the quality of your rides; 'Amenities' covers items like shops and toilets; 'Satisfying' is a mysterious category, but relates to your punter's feelings; 'Size' is important, in this case; finally 'Pleasant' is judged on the landscape, layout and upkeep of the park.









COMMENT



GUS

This IS the most complex and detailed Megadrive game ever created. It's constructed with a staggering amount of variables, factors and elements that make it awesome to watch in action, like an intricate clockwork model. In actuality, it's surprisingly easy to play, both in terms of control and understanding, and very absorbing. Settling down to Theme Park sessions of five hours or more is the norm. So no complaints about playability and longevity. As for execution, well every simulation from Sim City to Railroad Tycoon has passed the Megadrive by, presumably because it was assumed it couldn't cope. Well, Bullfrog have shown that the robust little black monster can. The game has four speeds and is capable of running at an impressive lick. It handles hundreds of animations and a huge park layout with apparent ease.THIS IS NOT A POOR MAN'S THEME PARK. If anything, it's a streamlined and easier to control version. However, a couple of minor gripes. Some elements of the game seem to be persistently troublesome. Litter is a pain, as cleaners often congregate at the outer edges of the park; staff demand ridiculous and unrealistic pay rises. But far more serious, there is no battery save on the cart, so you have to start a park from scratch with every session. The passwords only recall cash and previous park locations. This one blight costs Theme Park a good few points, but it must be stressed that this is a unique Megadrive cart, and an opportunity not to be missed.

FROM MILLWALL WITH LOVE

There's always someone who wants to spoil the fun, and Theme Park has its own collection of 'thugs', 'layabouts' and disaffected youth. They turn up on scooters, go round the park terrorising the punters and assaulting the staff. Employing security is the solution. You know a thug because you can't read his mind — there's nothing there!







Games action ahoy in this action packed screen shot

GRAPHICS

93

▲Incredible amount 'going on' all the time. The rides, the punters, everything looks good together.
▼Some thought bubbles are too

SOUND

89

▲Music for each of the rides is a great idea, and linking it with the gameplay and spot FX is even better.

PLAYABILITY

95

▲Like nothing else on the machine. Working the levers of the entertainment industry and seeing the effects is fascinating. Easy to control.

LASTABILITY

88

▲The different countries present new problems, and any park goes intro decay eventually.
▼Lack of a save option is a bitter blow.

VFM

94

▲Without the need for add-ons, Bullfrog have truly produced a game worthy of better hardware on the humble Megadrive.

OVERALL

93

Deserves to be as big a hit as the computer versions. Megadrive games don't come any more significant or plain damned good as this.

WORK IN PROGRESS

Fever pitch

BARRY '10 BELLIES' BARGER

Hmm, if I were to throw the following words at you who would Barger remind you of? 'Geordie', 'Beeeeeeeer', 'Why', 'Aye', 'Chips', 'Lindesfarne, 'Shite'? Barger is the strong arm player (his right is the more powerful for some reason. Probably because he's a bit of a wa...) and whilst he is competent at kicking and passing, fouling and punching people are his strongest points. Vinny Gascoigne anyone? SPECIAL: The Barger Barge



With Eric Cantona in the dock, Vinny Jones banned more times than Oliver Stone's Natural Born Killers, and John Fashanu busting faces, footy has been in for a bit of a rough time. In keeping with this, US Gold are releasing a soccer game with a few (ahem) 'characters' of their own. It was an early bath for that cheeky southern feller-me-lad, Steve, though...

Julian Dicks, Eric Cantona and Vinny Jones. John Fashanu, Stan Collymore and Ian Wright. What have these players got in common? They're known for something other than dazzling ball skills, that's what. Those six players, in their time, have been booked countless times, gobbed at fans (and kicked 'em), been in countless on-pitch scraps, and kicked enough crap out of defenders to feed a million roses. And then there's old pros like Rodney Marsh, George Best and Gazza who are as well known for their night club exploits as their footy skills. Yet, whilst footy games have featured countless international sides and players, can you name a footy sim which featured characters to mimic the likes of the said rogue's gallery? Realising this is probably the last niche in the crowded genre to be exploited, US Gold and their in-house development team, Silicon Dreams, have combined all the factors we have come to expect from a footy game — speed, accurate passing, instinctive controls, and well animated graphics — and thrown a load of star players into the mix.

Taking its name from the Nick Hornby book of the same name, but bearing no relation to the author's story of an Arsenal-obsessed childhood, Fever Pitch is an isometric-viewed kick-about, with the player taking control of one of twenty-eight international squads. However, as opposed to offering a series of tournaments, Fever Pitch expands upon this by adding managerial duties including dabbling with the transfer market to buy the said 'characters.' Let's go on to the touchline for a closer look..

PROJECT
FEVER PITCH

PUBLISHER
US GOLD

INITIATED
OCTOBER '94

RELEASE
JUNE '95

FORMAT
MEGADRIVE/32X

DEVELOPERS
SILICON DREAMS



CHARACTER ASSASSINATION

Footy has suffered a fair amount of scandal recently, but it has to be said that, whilst Paul Merson was indeed a pillock to take drugs and gamble his cash away, when he was on form for Arsenal he was one of the best players in the UK. Likewise, although Vinny Jones is known as 'Psycho', he still manages to entertain. Keen to emulate this, US Gold have added ten unique players to Fever Pitch. Thus, as you progress through the game, they can be bought to enhance your team and add special skills to the game. Each character has one special skill, which gives the game an NBA Jam feel, but can be used at any time. 'Ere we go, 'ere we go, 'ere we go...

Dicky 'Tricky' Discorama

The most agile player in the league, Tricky is a Colombian entrant whose speed is legendary. A bit of a dirty git when it comes to tackles, he avoids getting crocked himself by leaping over sliding tackles and defenders with ease. His past is a bit dodgy, though, and it is rumoured he is the 'Original Gangster' Ice-T went on about.
SPECIAL: Tricky dodge





Ernie 'Le Striker' Container

Good with both feet (although Palace fans are his preferred target), Container is the game's gallic entry and aims to counterbalance his onfield aggression by reading poetry and tending to root vegetables away from the game. Despite is fiery temperament, though, he can bend a ball like no other player and is the game's best goal scorer. When you can stop him nutting opponents.
SPECIAL: Banana shots



Marco 'Marker' Rigatoni

The Italian love god of footy spends his time scoring both on the field and off, and is like glue when he sticks to a defender. His silky skills include a neat line in accurate diving headers and right backheels, but his shooting skills aren't that hot — both on field and off!
SPECIAL: Close marking



Jergen 'Cheat' Gdiverman

The oldest of the bunch, this bald German lists his hobbies as collecting Welsh love spoons, and eating oysters. A good all-rounder, Jergen was whisked from a match in 1966 through a time warp into present day England where he continues to play. Be warned, though, he has taken more dives than Duncan Goodhew and spends most of his career sliding into penalty areas face first.
SPECIAL: Diving to fool Ref





Emo 'Ball-Blazer' Bikomozo

The game's second striker, Emo hails from Cameroon the side famous for their corner flag mating rituals. A dedicated footballer he was raised by a tribe who worship a deity called Jack Charlton. His shots are more powerful than curry and egg farts, and he earnt his middle name as the ball actually ignites as it leaves his foot.

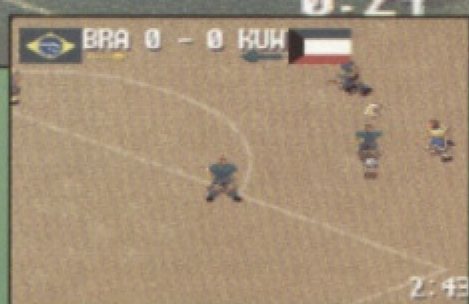
SPECIAL: Ball blazing shots











Peter 'Playmaker' Parker

Not to be confused with Spiderman's alter ego, Peter is the definitive all-round good chap. With a dimple in his chin, hair borrowed from Roy Of The Rovers, and his Mum permanently in tow, Peter's nearest real-life counterpart is Gary Lineker. However, whereas Lineker endorses Walker's crisps, the ones Perfect eats only come in Shandy flavour. Hand shandy...

SPECIAL: Perfect crossing ability







GOOOOOOOAAAAAAALLL!

When Silicon Dreams started work on Fever Pitch they had but one aim: to create the perfect arcade-based kickaround. They weren't impressed by FIFA's lack of control, Sensi was deemed too unrealistic because of 46-24 scorelines, and the less said about Acclaim's Ryan Giggs game the better! As such, they gathered the cream of the console crop and put together a 'slag list' off what was missing or various faults. From this, they determined they wanted a fast-paced game which, to add a little variety, would include chocful of unusual characters and favoured the rougher side of matches. As such, matches in Fever Pitch are non-stop action and should the ball go off for a corner or throw-in, it is automatically lined up to restart the action.



Peter 'Cheesy' Stilton

Aged 40+, Stilton is coming to the end of his career (we believe he is on a weekly contract), and is said to have had more bungs than the FA could ever investigate. Still, despite his dodgy past, he is the strongest goalkeeper in the country, and controls the ball infinitely better than his finances.
SPECIAL: Saving (the ball)





SMOOTH OPERATOR

Fever Pitch is compatible with both a three and six-button joypad, although Silicon Dreams recommend the latter. The six buttons offer full control over the players, and allow for diving headers, backheels, shots and the special moves to be pulled off easily. Similarly, the final two buttons include one for long crosses from the wing and passes to the nearest player. Control is automatically switched to the player nearest the ball, and Silicon have worked hard to keep the controls as instinctive yet as realistic as possible. This is why they favour the six-button pad as it means each move is easily accessible and doesn't require tying your fingers in knots to pull it off. Three-button owners needn't worry too much, though, as SD are working on using combinations of the A, B, C buttons to pull off the trickier moves.



HOWAY THE LADS...

Virtually every country you can name has been included in Fever Pitch's match table. Europe is represented by the likes of Holland, Sweden, Spain and ol' Blighty, whilst the Americas put up Ecuador and Columbia, and Australasia and Africa offer the likes of Kuwait and Zimbabwe respectively. There are a number of match options o offer, with a handful of cups to compete for and a massive league system, and the said 'character' players can be signed by any club providing they have the necessary moolah. Similarly, if a player becomes particularly adept at Tricky's jinking runs and superb ball skills, they can equip their team with ten of the flying Colombians!

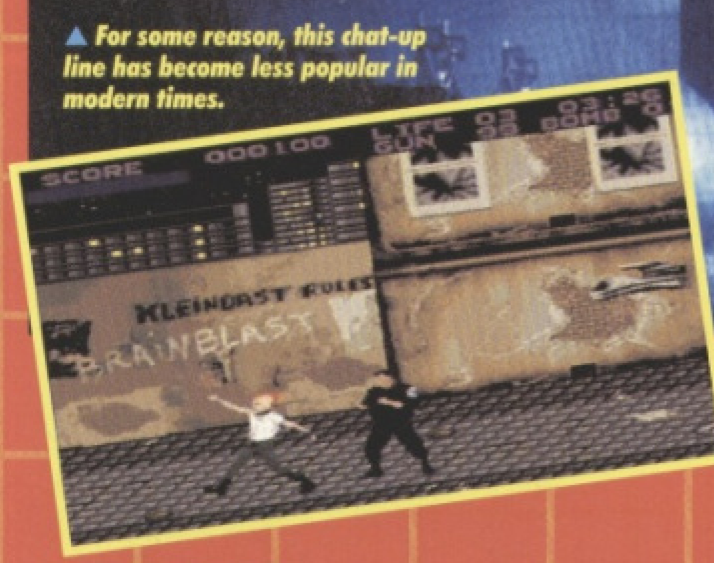


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PUBLISHER
JVC
INITIATED
MARCH
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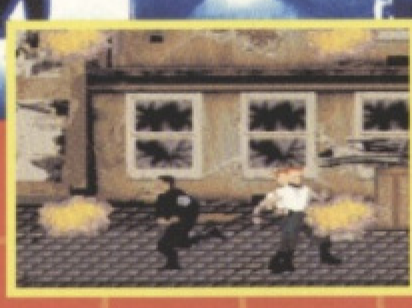


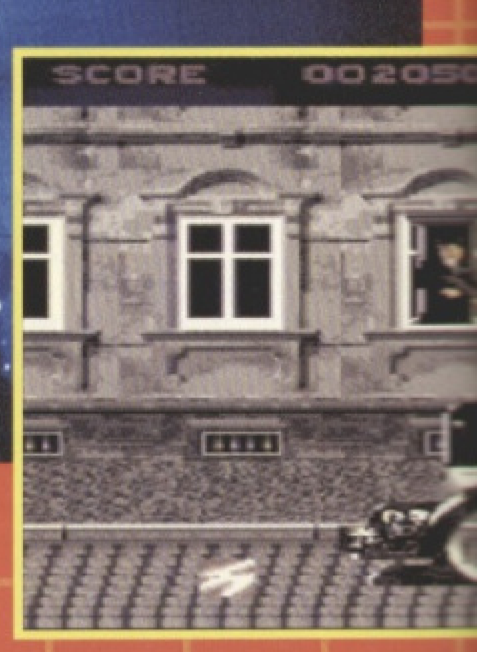


▲ *For some reason, this chat-up line has become less popular in modern times.*



◀ *Wheeee, look at me Mr Van Damme, I'm a plane...*





Think of an intrepid adventurer, using futuristic technology to jump through time in the pursuit of truth and justice. It can only be Gus, travelling by Eurostar to chart the development of JVC's Time Cop.

For most of us the possibilities of time travel are limited. Chances of sharing a Croque Monsiuer with Napoleon, being at the unveiling of the Eiffel Tower or witnessing the launch of the last decent Master System game are beyond us, since they all happened before we were born. But anyone who has crossed international time zones has experienced that bizarre effect of being in two places at the same time.

One particularly unfriendly time is Monday morning, 7AM. MEAN MACHINES is at Waterloo International Departures awaiting the Channel Tunnel passenger train, Eurostar. After three hours travel at 180mph, we arrive in Paris, four hours later...

The high-speed jaunt is in order to see Time Cop, JVC's Mega-CD tie-in with the moderately successful Jean-Claude Van Damme movie. The Belgian beefcake plays Max Walker, an agent from the year 2004, working in the experimental field of time travel. As the opportunity to go back in time arises, unscrupulous individuals are altering the past to amass power and money, whilst endangering the stability of the present, by the consequences of changing past events. It's Walker's job to prevent such infringements.

Cryo, the game developers have approached the game from the stories' action potential. Their biggest challenge has been to keep strong, life-like characters in the context of a fast-moving shoot 'em up. They have drawn inspiration from the comic/film time criminals, but have replaced the Presidential hopeful Senator McComb with a villain of their own, Kleindast.

The game style may be pretty conventional, but Cryo have gone about its production in some novel ways, plus it's an unusual style of game to debut on the Mega-CD alone, which is used to second-placed conversions and adventure games.

DIGITAL DREAMS

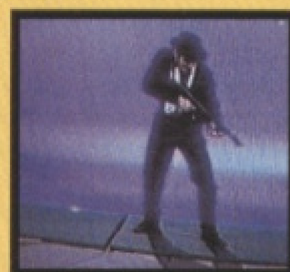
Time Cop is unusual in respect of how almost all of its visuals have been created. Instead of drawing the backgrounds and sprites in normal bitmap fashion — entirely from the imagination of the graphic artist — Cryo chose to use digitised images of model scenery and human animation. As well as being a great deal of fun for the team, who got to play the parts of the enemy sprites, the aim is to lend the game more believable animation and convincing background scenery. Two separate processes were involved:

MODEL PHOTOGRAPHY



All the backdrops are assembled from composite digitised stills of models made by Cryo's own modelmaker. A room in the development building holds an eerie collection of lightweight grey constructions, that form the fifteen levels. The modelmaker has shown quite a bit of ingenuity by using household materials and rubbish in some cases to produce impressive pieces of 'machinery'. Other 'sets' show great attention to detail, especially the interiors, which have tiny pieces of furniture and even calenders hanging on the wall. Using the correct lighting and camera positioning, the sets look much more convincing than in their raw form. The film is then scanned onto a computer in digital form, to be recoloured and assembled for the game levels.

CHROMAKEY



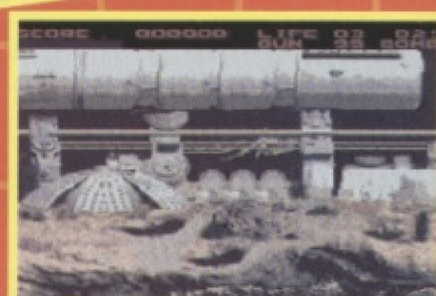
This is a very widely-used filming technique normally used for special effects and composite shots. It allows individual objects or people to be filmed, then superimposed against a completely different background. Here, the Cryo team were filmed making the sprite movements of the game's enemy characters, which were then superimposed on the digitised model backgrounds. It's all made possible by making sure the actors are not wearing the primary colour blue, then shooting the film on a blue background. Film records in three colours, red green and blue. When the film is replayed, the blue can be removed and replaced by the desired background. Cryo did all their animations over a three day period in a specialist studio in the south of Paris.



◀ Next week, we'll be showing you how to make an air car out of pots and pans.

▼ But fiirst: Time Cop on a budget...



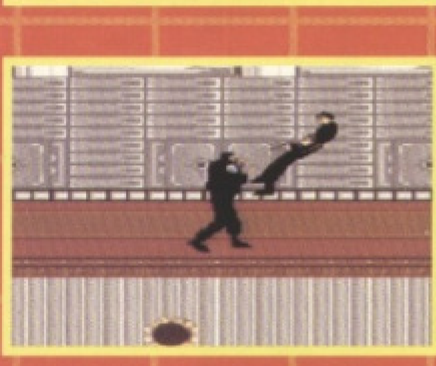


▼ Fame! I'm gonna live forever! I'm gonna learn how to fly! High!



▼ The Indian Turtle end-of-level boss. And its Brownie cohorts.



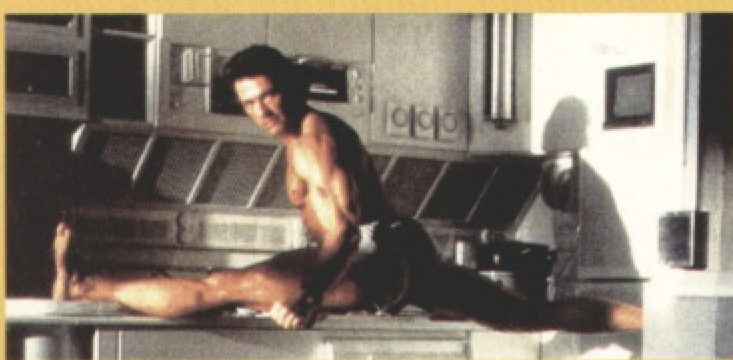




NO MORE HEROES

Time Cop draws its inspiration from both the film and Dark Horse characterisation, although Cryo occasionally had to use their own imagination, since the film went into production quite a while after programming the game had started. Producer Emmanuel explained that one of the film's most distinctive settings, the time pod, looked exactly liked Cryo's own visualisation in model form. This was in spite of the fact that Cryo had no access to film material at that time. They had merely interpreted the script and pre-production notes in the same way as the film's set designers! Although the comic and film share influence over the game look and design, Time Cop plays like the kind of action adventure that Van Damme is famous for, and the main sprite has his beefiness and agility. However, footage from the film is not included for copyright reasons. Cryo have constructed their own 'cinematic sequences'.

JVC has also had an active role as publisher. They picked Cryo for its track record in CD titles, but had quite strict ideas of their own of what Time Cop should be. From an initial programming brief, a platform blaster game design was devised by Cryo's in house producer. As JVC are part of the giant Matsushita media and electronics group (it's twice the size of Sony and owns Panasonic as well as JVC) access to further licenses and media properties is going to a big part of its business in the coming years. Matsushita owns both the MCA music and Universal Pictures companies, through which the Time Cop film tie-in came about.



▲ ***Personally, I prefer Tea first thing in the morning...***





▲ ***Go away you blurdy Eenglish peegs! We are busy, non?***

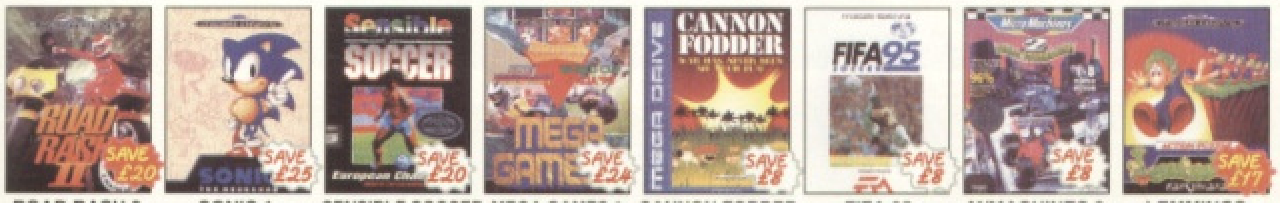
IN REMEMBRANCE

Cryo's biggest headache was memory, surprisingly. The Mega-CD offers huge potential storage on the CD-ROM format, but the memory available in a single load is limited. Normal graphics are usually not too difficult to handle within the allocated space, but Time Cop's digitised backdrops and cinematic sequences push it to the limit. The problem was surmounted by simplifying the background colour palettes (which are limited to 64 in any case) and constructing each level from graphical tiles. Data compression is also an important factor. Cryo have a room where fifteen Pentium workstations (top of the range PCs) are dedicated to compressing game data.

CRYOGENICS

Although they have a low profile this side of the 'Manche', Cryo are celebrated developers in France. Media interest from French games publications and mainstream journals and TV channels has made their name. Cryo have worked previously with Virgin for Dune CD and Mindscape for Megarace on various formats, so CD-ROM is a natural format for them. They are also competing with French rivals like Delphine and Infogrames to produce prestige products — the last being the remarkable PC title Eden. With around 120 staff and ten teams, they are rapidly expanding. Cryo's organisation is different to many other developers. They have a production line approach, with teams dedicated to scenario, design, programming and debugging etc. who pass the project along when their work is complete.





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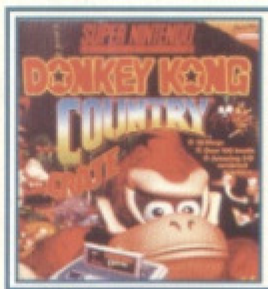
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PREVIEWS

1-2 PLAYERS	
RELEASE	JULY
BY	ACCLAIM
PRICE	TBA
GAME TYPE	SPORT

PERCENT COMPLETE

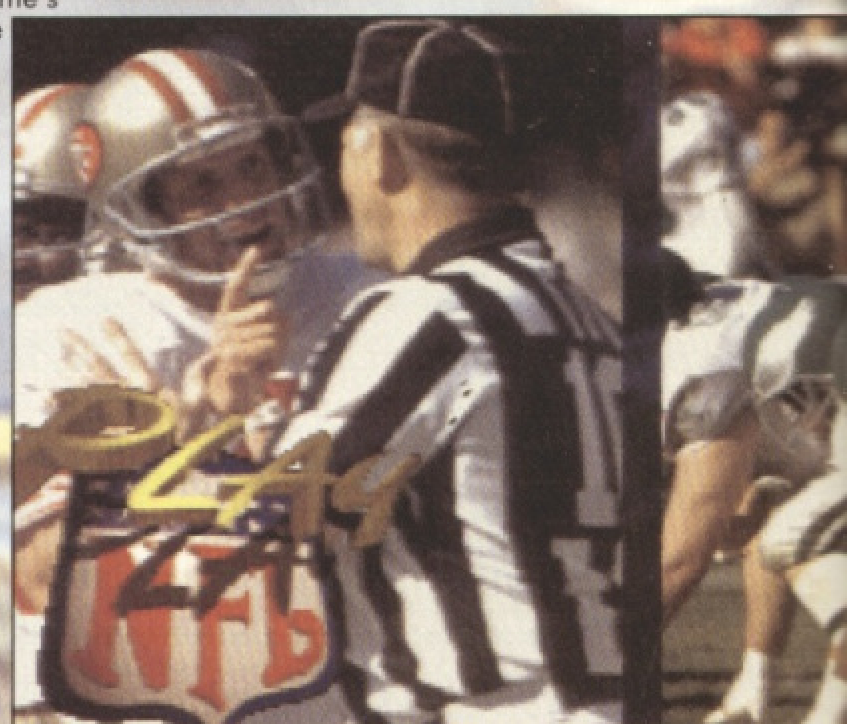


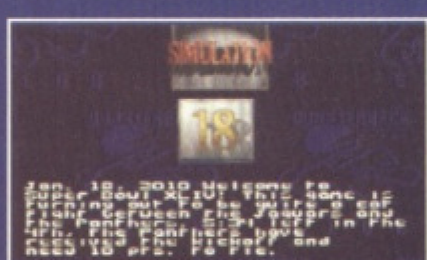
Never ones to be left in the dark when it comes to new technology, software industry giants, Acclaim, have shown they taken the 32X on-board by converting the stupendously successful Mortal Kombat II to the new format. They now hope to follow this success with the imminent release of Iguana's (NBA Jam über programmers) Madden rival, NFL Quarterback Club, which has been expanded to make the most of the 32bit machine's power.

Building upon the recently-released 24MEG Megadrive version, the game aims to push back the limits of gameplay by exploiting the enhanced colour palette and scrolling/scaling features of the 32X. Similarly, Iguana have gone to town on the game's presentation, too, with digitised pictures galore greeting the player as they switch on for the first time.





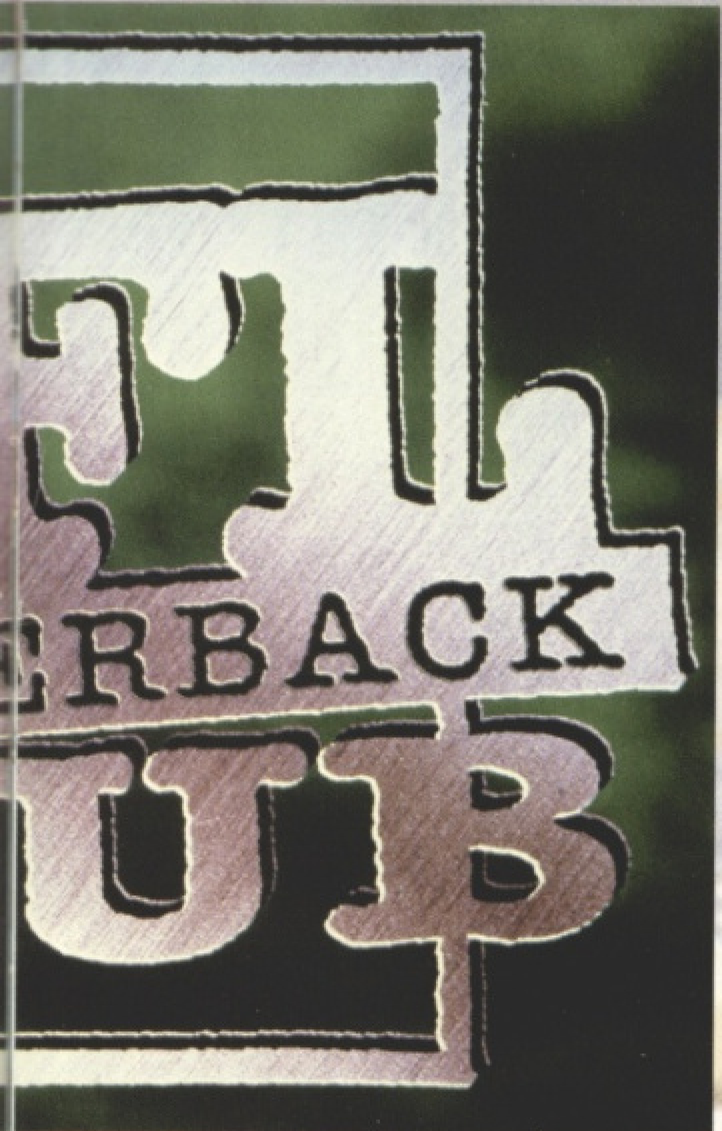


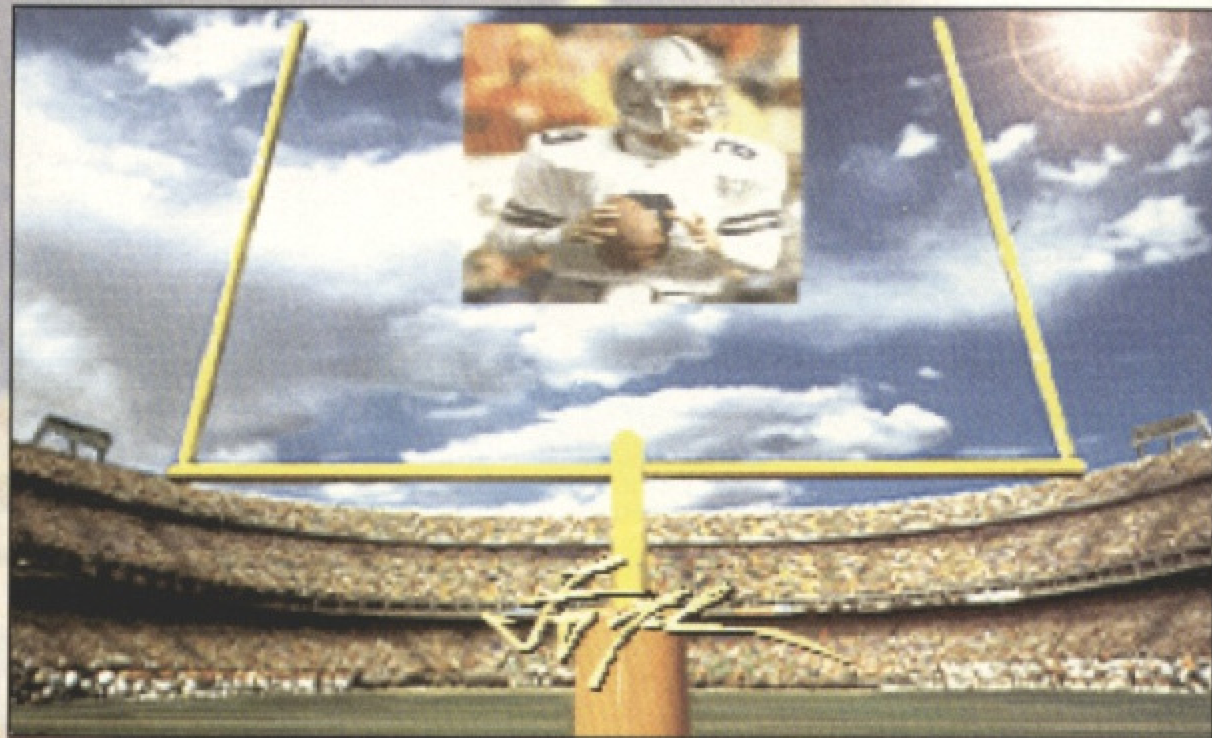




DUO PLAY

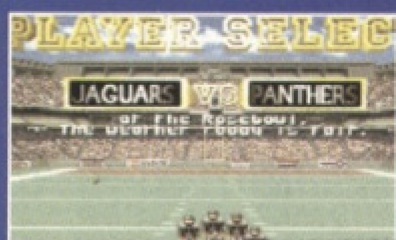
As with the original Megadrive version, Quarterback Club 32X also boasts three play options. Apart from the regular turf tearing of the sport proper, you will have the choice of the Quarterback Challenge, and the Simulation. TheChallenge maintains the customising and training up your very own pro-ball player, and the Simulation once again allows you to re-enact great moments of footballing history and future in the closing minutes of crunch matches.





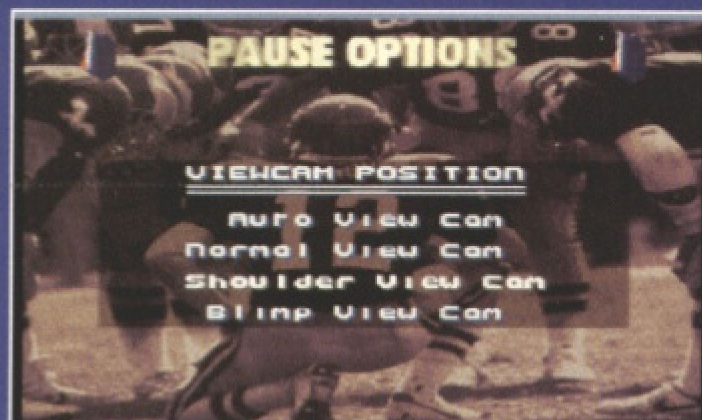


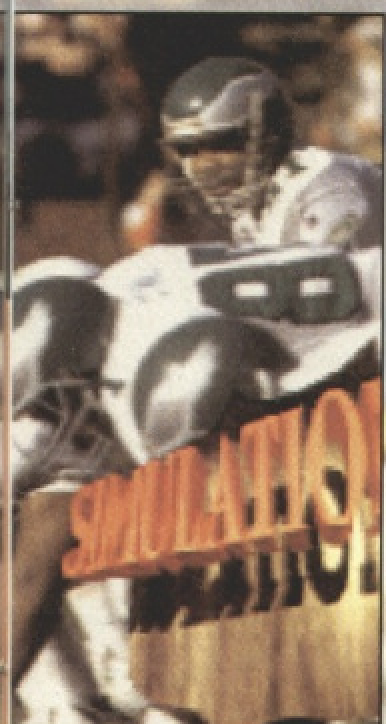
▲ I'm starving. I wonder if Claire's got any choccy in her desk...



OH YES VIEW CAM

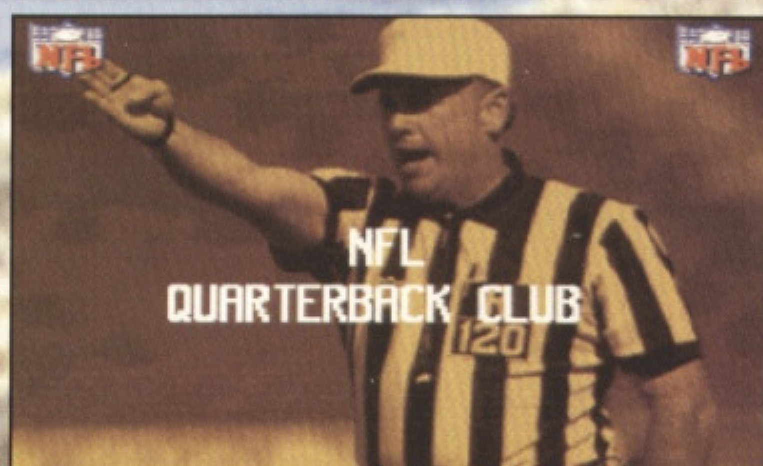
True to 32X form, Quarterback Club moves into the next generation by offering the player more than the standard one camera angle. In all four are selectable from the in-game options, ranging from Normal, to the ant-like eye in the sky of the Blimp, and the face-on Shoulder view cam. For maximum effect, and least hassle, the programmers have cunningly left an Auto View option to maximise the coverage of the plays.







▲ Here, the 32X's power is used for a 66 yard kick. Hmmm.

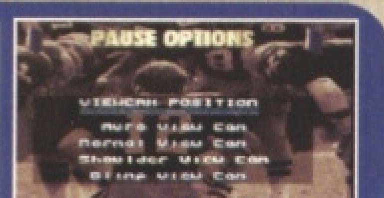






▲ Here we see the 32X's capabilities used for this title screen.

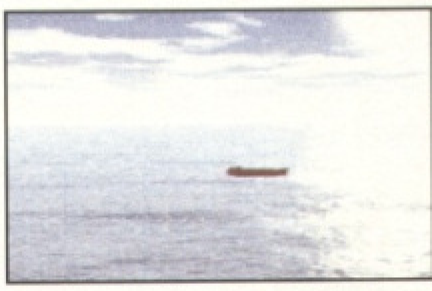




1-2 PLAYERS	
RELEASE	MAY
BY	SEGA
PRICE	TBA
GAME TYPE	BEAT EM UP
PERCENT COMPLETE	

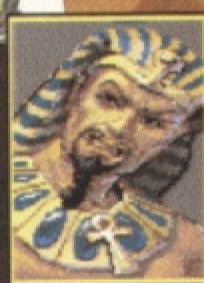
ETERNAL CHAMPIONS CD

After three patchy years of Mega-CD releases, many owners may be forgiven for showing little anticipation of another Megadrive to CD conversion. Many of the previous titles which have taken this route show little improvement on their cartridge counterparts, despite £200 worth of additional hardware employed.





With Eternal Champions CD, Sega are making a real effort to break that chain. The strategy for the Eternal Champions characters is destined to extend beyond this second title, with a Saturn or 32X game completing the 'trilogy' later this year. Sega are pushing the Champions brand like no other since Sonic himself.





At its most basic the CD game is a side-viewed one-on-one beat 'em up like its prequel. According to the dramatic plot, a preternatural force — the 'Eternal Champion' has rescued 13 characters out of time, at the point each faced a horrible death. The crew encompasses individuals as diverse as a Chicago cat burglar and a mythical Atlantean warrior. By saving them for battle in the Eternal Champions contest, he's darning the fabric of time. Something like that, anyway.













In amongst all the philosophy is an excuse for a good rumble. Each character has a staggering amount of special moves, few of which will be revealed in the manual. Some of these look like the dragon punch or missile attacks of MKII or SFII, but many exercise the imagination, with characters morphing into animals or using magic. So much more is crammed into the game — cinematic sequences depicting each of the characters' lives. These are assembled from beautiful Silicon Graphics' renderings. There are almost as many secret characters as official ones (including a yappy little dog and a chicken called 'Crispy'), and so many gut-wrenching ways to die. Eternal Champions is surely the most adapted CD game that Sega have produced, and we shall give it serious attention in next month's review.





BRINY ENTERTAINMENT

Eternal Champions CD is the first on a new Sega label called 'Deep Water'. Originally a US idea, Sega confirm the strategy will be used here. Games on the label are firmly aimed at the adult market. As Eternal Champions features lots of grotesque deaths and some sick sequences besides, the new label allows more extravagant violence without reproach from parents. The special intro sequence depicts some holidaymakers being mauled in their pedallo by a shark off Alicante beach.

DEAD AGAIN

Death features time and time again in Eternal Champions, with some excessively cruel ways of dispatching foes:



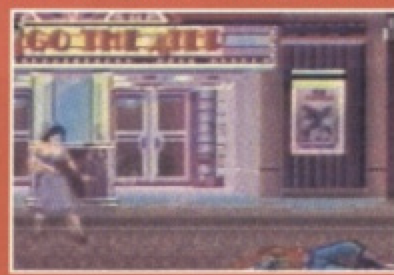
CINEKILLS

The most dramatic deaths, and very hard to pull off. The vanquished is sent to the evil Champion and annihilated in full rendered animation.



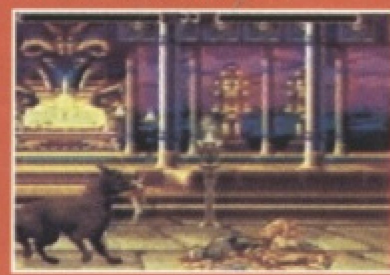
VENDETTAS

Akin to 'death moves' Vendettas are used to finish off unfortunate foes. They range from ripping out hearts to a frenzied stabbing attack.



OVERKILLS

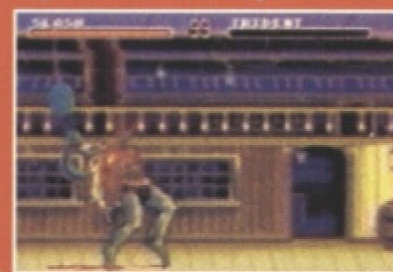
The novelty here is the backgrounds come to life to finish off the loser. Watch flesh-eating monkeys drag off and devour unfortunates.





SUDDEN DEATHS

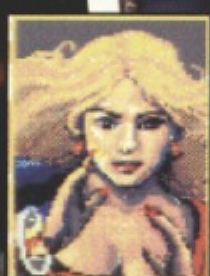
Similar to overkills, but these may be inflicted at any point, even on healthy players. Throw your victims into roaring fans or neon signs.





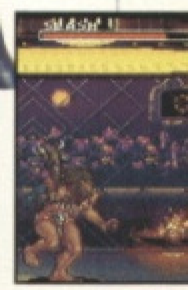












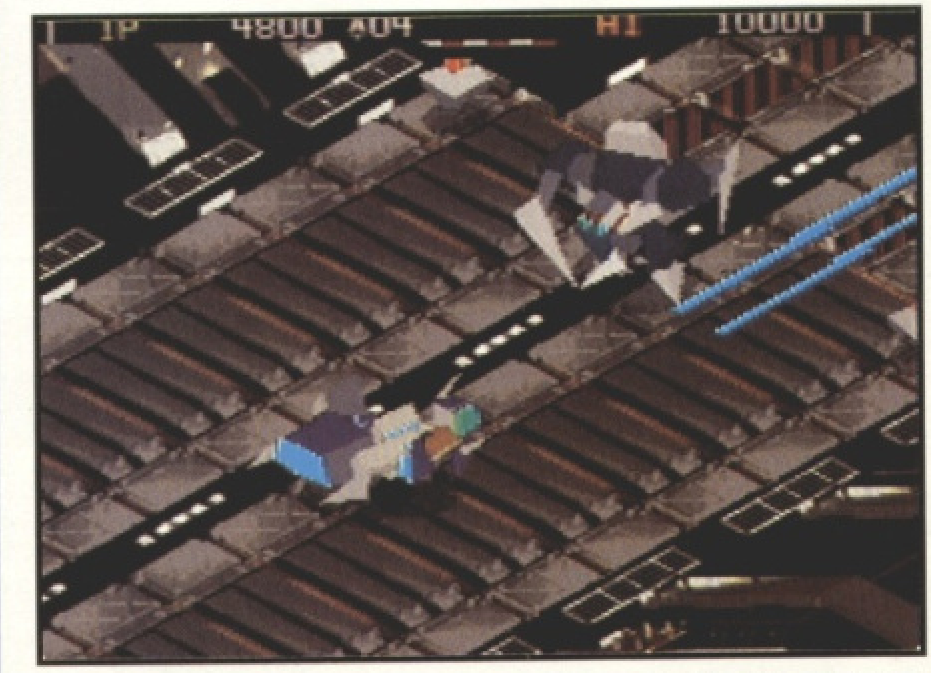
▲ *The all-new 'Spaghet.*



MOTH

1 PLAYER	RELEASE	MAY
16 MEG	BY	SEGA
	PRICE	TBA
	GAME TYPE	SHOOT 'EM UP
PERCENT COMPLETE		

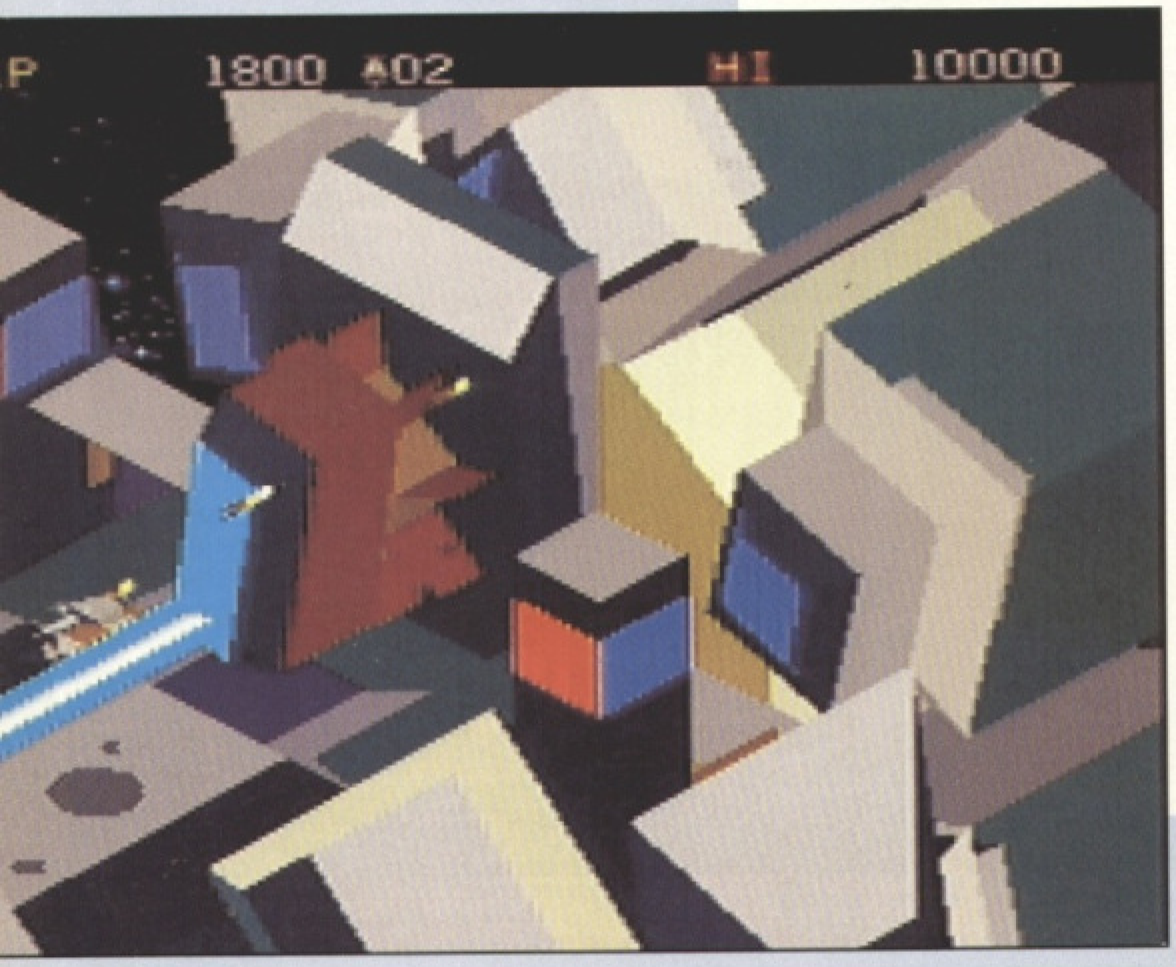
Sega's current reputation for turning out the cream of coin-ops isn't based purely on their current successes. Cast your minds back into distant coin-op history and you will find a groundbreaking coin-op called Zaxxon. Zaxxon was one of the first arcade shoot 'em ups to use an isometric perspective — a view we often take for granted in these days of super-consoles. But why the history lesson? Well, Sega have dusted off this style of game and given it the revamp courtesy of the 32X and its twin Hitachi polygon shifting processors to create MotherBase. As ever MEAN MACHINES are in on the action with the definitive preview to this latest blaster bonanza.







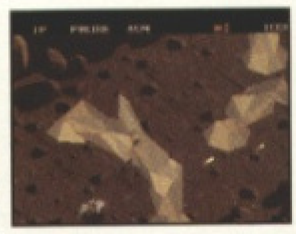




BASE MENTALITY

The epic confrontation between good and evil takes your fighter and back-up squadron across the known galaxy and beyond. From bitmapped backgrounds all of the locations scroll in an isometric perspective towards the final boss character. Ranging from the depths space and a starship construction yard, to a planet's surface, local hazards join in on the action to create more havoc for the dream team watch out for the falling girders and alien trees!





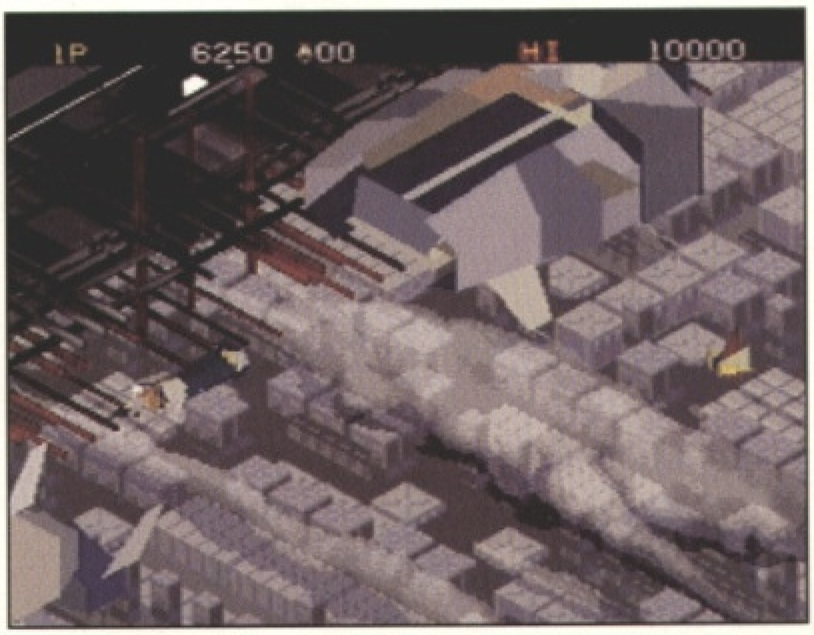






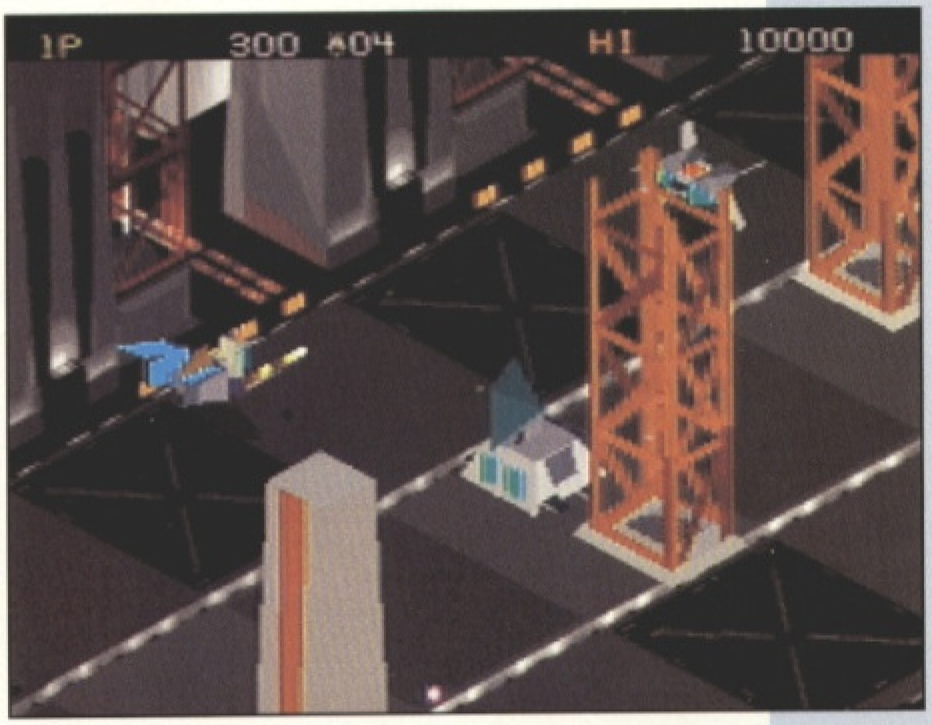
ER BASE





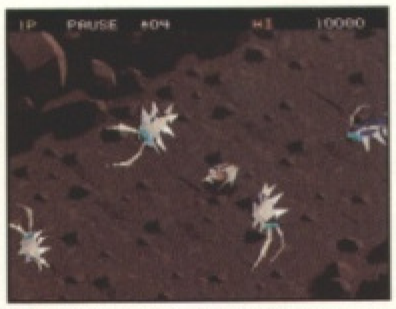
POLYGON PERFORMERS

All the enemy characters in MotherBase have been generated from the polygon processing powers built into the 32X — a task easily achievable due to the fact polygon characters use far less memory than their sprite compatriots. The attacks on your squadron come from droids of all shapes and guises who have a tendency to either creep up on you unawares, or swoop from on high to block your path and take pot shots.



▲ ***Damn those layabout kids and their bloody noisy spaceships.***





▲ ***I think I'm going to have a bit of fish for me tea tonight. No chips, though.***

JUMPING SHIP

To set MotherBase apart from other isometric shoot 'em up blasters, the game's designers have rejected the standard power-up supplementals of dropships in favour of a more novel approach. From the outset it's evident you're not going to get very far in a one-man fighter against the forces of the galactic empire. So to assist you in your quest, larger cruisers pull up along side, and in a bizarre piggy-back manoeuvre the smaller ship docks with the other vessel, and adopts its increased powers. The smaller ship remains attached until surrogate ship receives damage, at which point the fighter takes evasive action before the hulk hits terra firma.





1-4 PLAYER	RELEASE	MAY
	BY	CODEMASTERS
16 MEG	PRICE	TBA
	GAME TYPE	SPORT SIM

PERCENT COMPLETE

BRIAN CRIC

After six years of intensive game development for the Megadrive, there cannot be many sports that haven't been catered for with a cartridge conversion. Staggeringly, one of the world's major sports — responsible for a quarter of all viewing of sport on TV — has been completely overlooked. That just isn't cricket.
But this is. Codemasters have stepped in with the first Sega cricket simulation, backed by last year's top batting celebrity and earner of the game, Brian Lara. Cricket slots into their sports label, the two previous titles; Pete Sampras and Ernie Els being released to much critical acclaim.
Every important aspect of the slightly baffling game has been included, and presented for one to four players, including a cooperative option. Apparently a break for lunch is also to be incorporated (which judging by the size of most players will go on for hours), and that familiar theme you used to hear if you left the TV on BBC1 after Going Live. A review of the complete game will be aimed at your googlies in the slips next month.



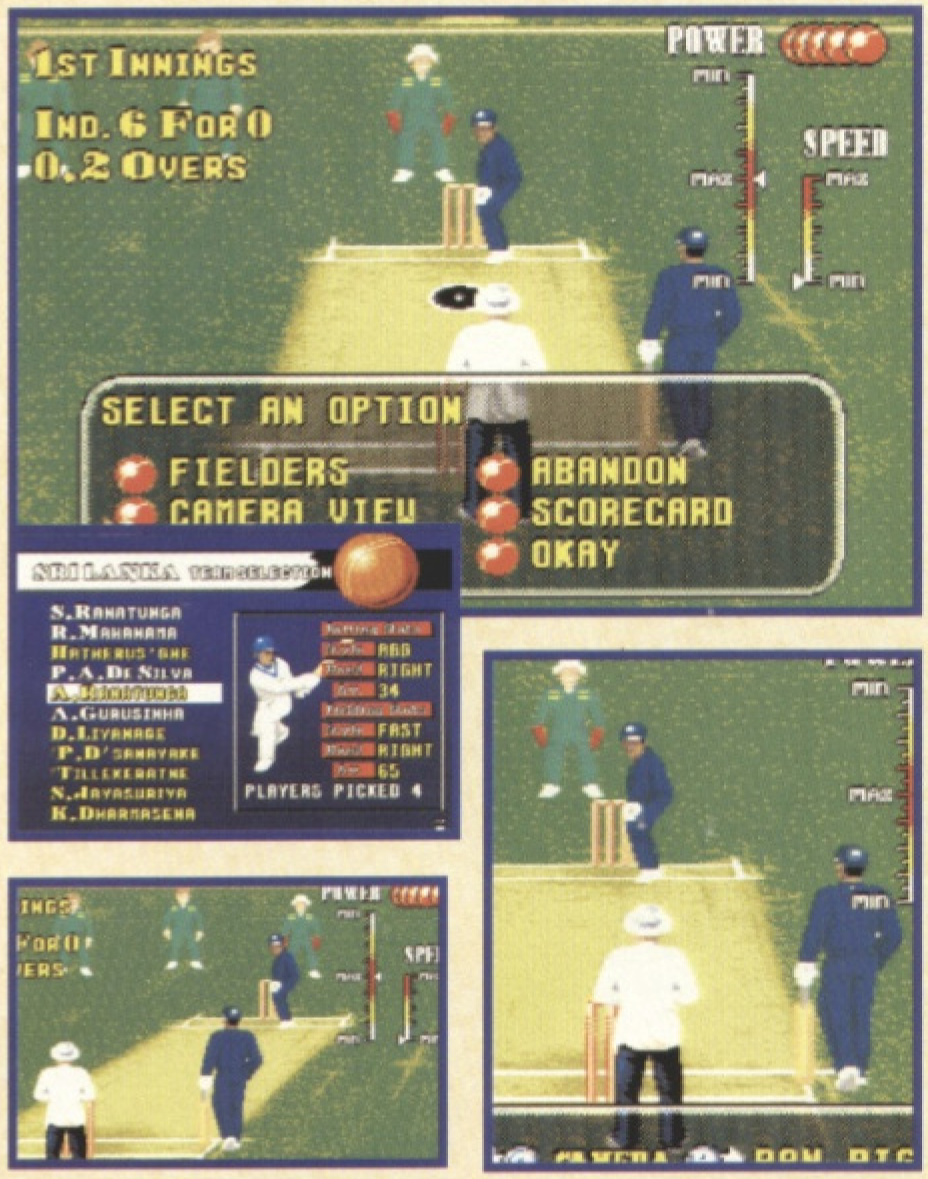


BAT-MAN

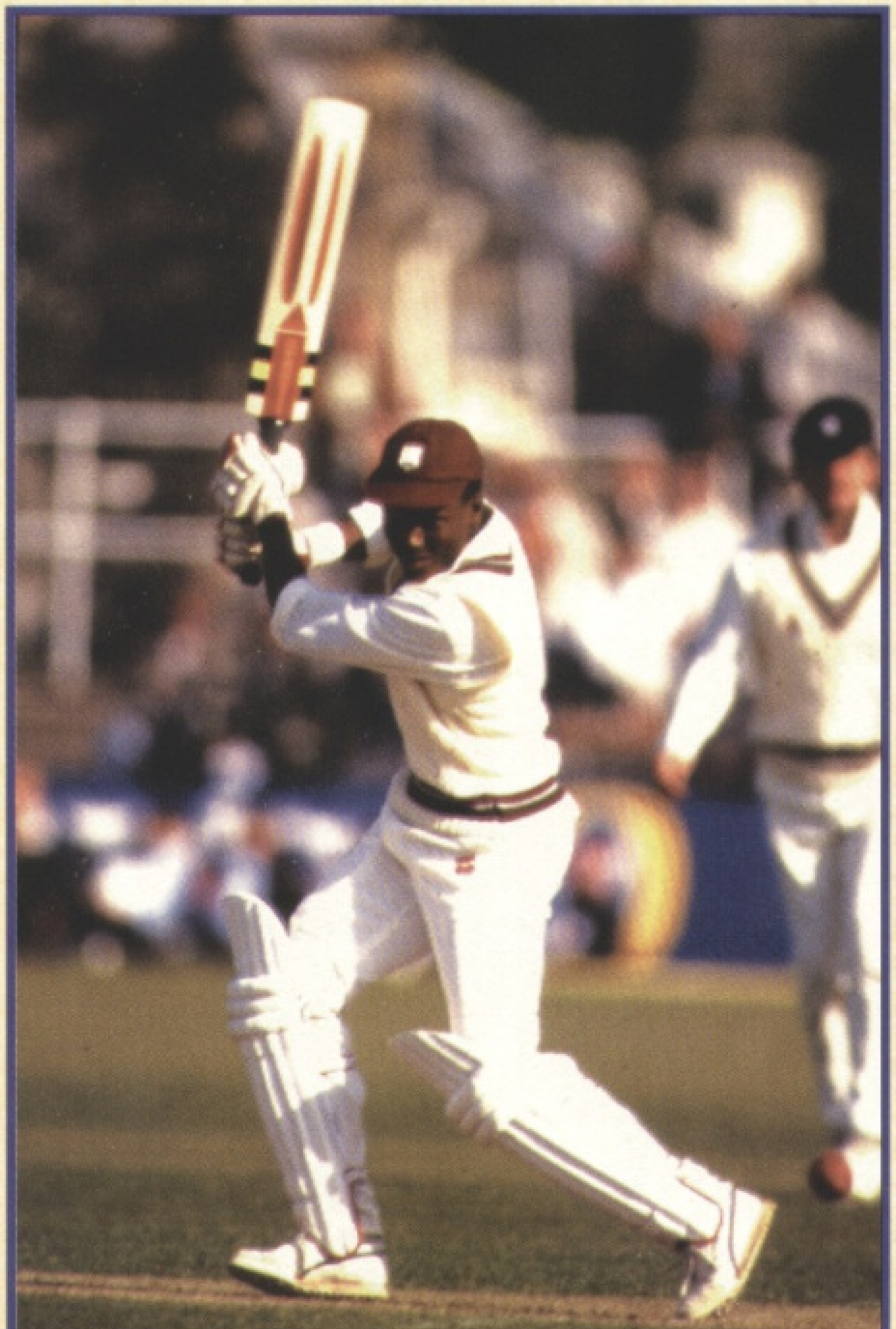
Codemasters have attempted to incorporate all the spins and googlies of the real thing, whilst keeping Lara Cricket as simple to play as possible. Both batting and bowling are controlled via a series of timed button presses, with the A button starting the bowler's run-up, a well-timed second press determining the spin and positioning of the bowl, and a series of rapid presses building up the speed towards the wicket. Similarly, batting runs along the same lines with the A button lifting the player's bat ready for the hit, and a combination of the same button and a direction deciding the style of shot — including huge thwacks which would make 'Beefy' Botham wince.



LARA
KET



▲ *If you ask me, Cricket went all crap when teams stopped wearing white...*



IT AIN'T OVER 'TIL IT'S OVER

Cricket is a strange sport full of strange expressions. Ever pleased to help, here's the essential MEAN MACHINES guide to the sport:

BAILS:The small bits of wood balanced on the wicket (see WICKET).
CRICKET BOX:Essential protection for googlies.
WICKET:Three long poles beneath the bails (see BAILS).
MIDDLE WICKET:Shorter than the rest. Except mine.
CREASE:The area between batsman and bowler. Also found down the front of players' white trousers.
GOOGLY:What to call someone with funny eyes. It's also a complex bowling technique.
SPIN:The last cycle in a washing machine. And makes a ball change direction.
STUMPS:Short players. Another name for wicket (see WICKET)
FIELDER:Lazy sod out for a suntan.
UMPIRE:A mountain of peoples' jumpers wearing a beanie hat.
RED BIT:Found where the bowler keeps rubbing the ball.
SQUARE:Name for entire play area. And people on it.
WICKET KEEPER:Mad sod with no sense of danger.
RAIN:Stops play.

WAYNE GRETZKY'S NHLPA ALL-STARS

EA's NHL updates have long reigned supreme with puck-happy Megadrive owners, but a new player has taken to the ice as Time Warner unveil their new Wayne Gretzky licence. For the uninitiated, Wayne Gretzky is the ice hockey equivalent to Ian Rush, and has been in the top-flight of the sport for as many years.

Time Warner's game can be played on two fronts, as a full statistic league featuring all twenty-six North American teams, six international sides and over 600 pro players, or as a straight arcade game with the player selecting one of the said sides for a friendly against the opponent of their choice. Actually, we say friendly, but Gretzky Hockey captures every aspect of the sport — including the punch-ups and fouls which make it so entertaining to watch!

The games are viewed from the side, with the scrolling rink spanning roughly three screens, and swarming with player sprites Time Warner claim are 20% larger than those in any similar game. Gretzky is being lined up for both Megadrive and Saturn releases, and will skate into the shops in the summer. Providing the rink doesn't melt, that is.





COME AND HAVE A GO...

In such as physical sport as Ice Hockey, tempers get frayed and fights are commonplace. In addition to the usual passing and shot moves, the player can also ram and trip their opponents, and this often results in a fracas breaking out. Starting with a digitised replay of the foul in question, the action then switches to that of what appears to be a Mortal Kombat clone with the two players facing each other. Moving in, the player then frantically presses their kick and punch buttons until their opponent is floored. You still go into the 'Sin Bin' afterwards, but it's a laugh all the same.





▲ *The Mysterons had abandoned their customary circle beams...*

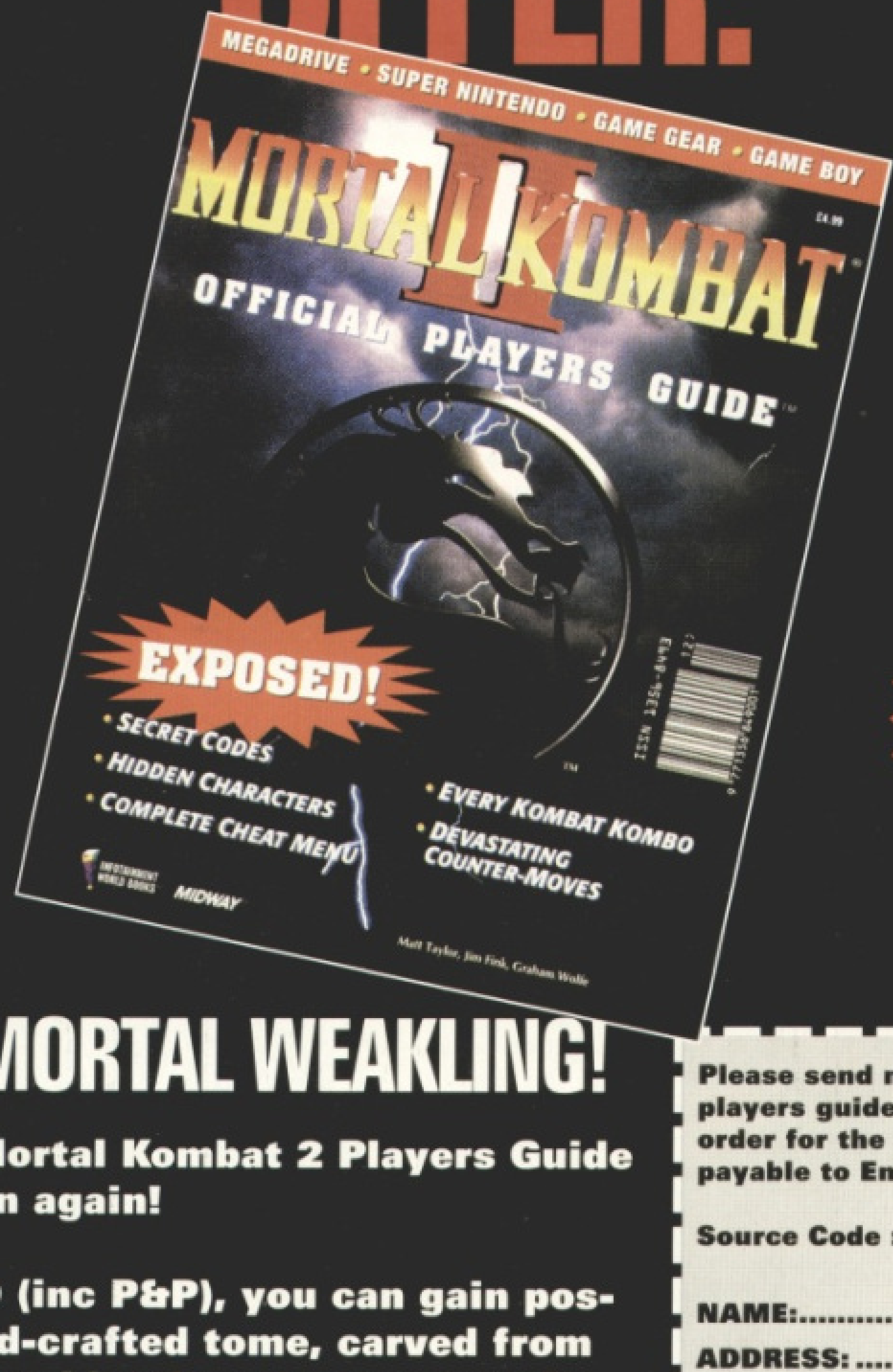




1-2 PLAYER	RELEASE	JUNE
	BY	TIME WARNER
16 MEG	PRICE	TBA
	GAME TYPE	SPORTS SIM

PERCENT COMPLETE

AN UNBEATABLE OFFER.



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PAULS TIPS



How do they do that? Do what, I hear you cry! How do so many top tipsters come up with so many fantastic tips and cheats. I mean just look at the quality of this month's selection — fighting action from Virtua Fighter, driving action from Virtua Racing Deluxe, and flipping action from Psycho Pinball. But let's not forget the final part to our Bubble and Squeak guide, and the ultimate guide to all the secret characters and cheat codes for the very special indeed NBA Jam Tournament Edition! Sit back, grab that joypad, and get tipping. But don't forget to send in those tips, hints, and cheats to HINT, HINT, NUDGE, WINK, PAUL'S TIPS, MEAN MACHINES SEGA, PRIORY COURT, 30-32, FARRINGDON LANE, LONDON, EC1R 3AU.

VIRTUA FIGHTER

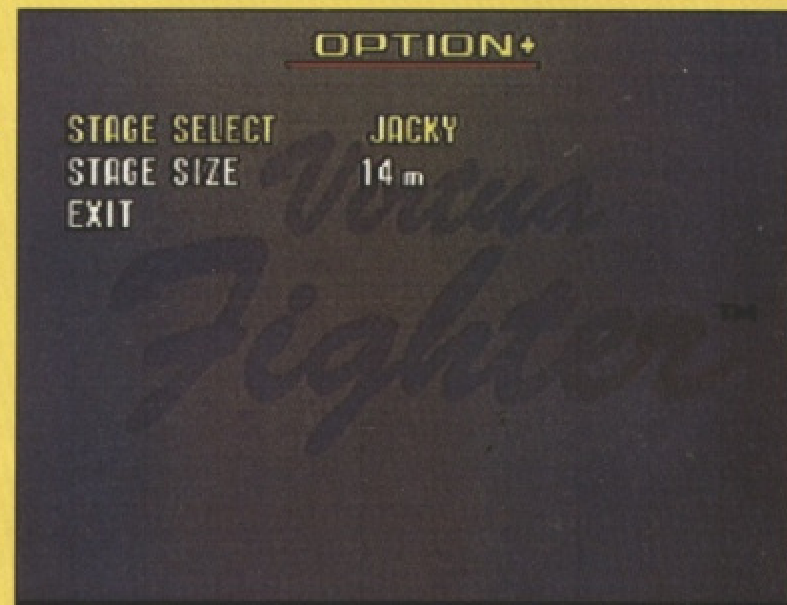
PLAY AS DURAL AND ACCESS SECRET OPTIONS

Cue the drum roll… Ladies and gentlemen, boys and girls, will you please raise your glasses for this momentous occasion and welcome the first ever Saturn tip to grace these humble pages. Yep, that's right, here we have it, feast your eyes and feed your brain on playing as Dural and selecting the stage and ring size.



PLAY AS DURAL

The final, and by far the toughest character of the game, Dural's moves are made up of all the other character's special moves. To pick her from the start enter the character select screen and perform the following joypad manipulations, DOWN, UP, RIGHT, and A+LEFT. Oddly enough spelling Dural. Weird, huh!



SECRET OPTIONS

For some totally amazing extra options to alter the stage and ring size, simply press UP 12 times on the Title Screen. Now when you go to the Options, go all the way down to the Exit option, but keep on pressing down. Your cursor will disappear, and by pressing any button you can access the hidden screen.





VIRTUA RACING DELUXE

MIRROR MODE!

A very proud Chris Acott from Towester, Northants, just managed to beat the tipping deadline with his stupendous mirror mode cheat for the top 32X version of Virtua Deluxe. Firstly though, a word of warning — this is not one of your instant gratification cheats, you have to work hard to get the mirror tracks. To access them, simply win all five cups on either Normal of Hard mode (Easy jus' won't work). Once you have done that with any of the cars, go back to the Options screen and highlight the Virtua Racing icon and push LEFT on the D-Pad. The Options screen will scroll along and the logo will turn back-to-front. Champion work Chris.





SHINING FORCE II

AND SOME MORE...

Completed Shining Force II? Looking for some more of that Shining Force II-style action? Well, according to Robert Ferguson from Altrincham, you can challenge all of the greater devils including Geshp, Cameela, Zeon, and Odd Eye in one final battle. To get to this extra challenge, complete the game and wait until the last screen showing two jewels and Fin, but don't touch the control pad. Instead, wait for about four minutes or so when, before your very eyes the words 'AND MORE' will appear at the bottom of the screen. Press the C button and a new battle screen will pop up against the greater devils. Be warned though, don't use Angel Wing or Egress, as the game will reset.

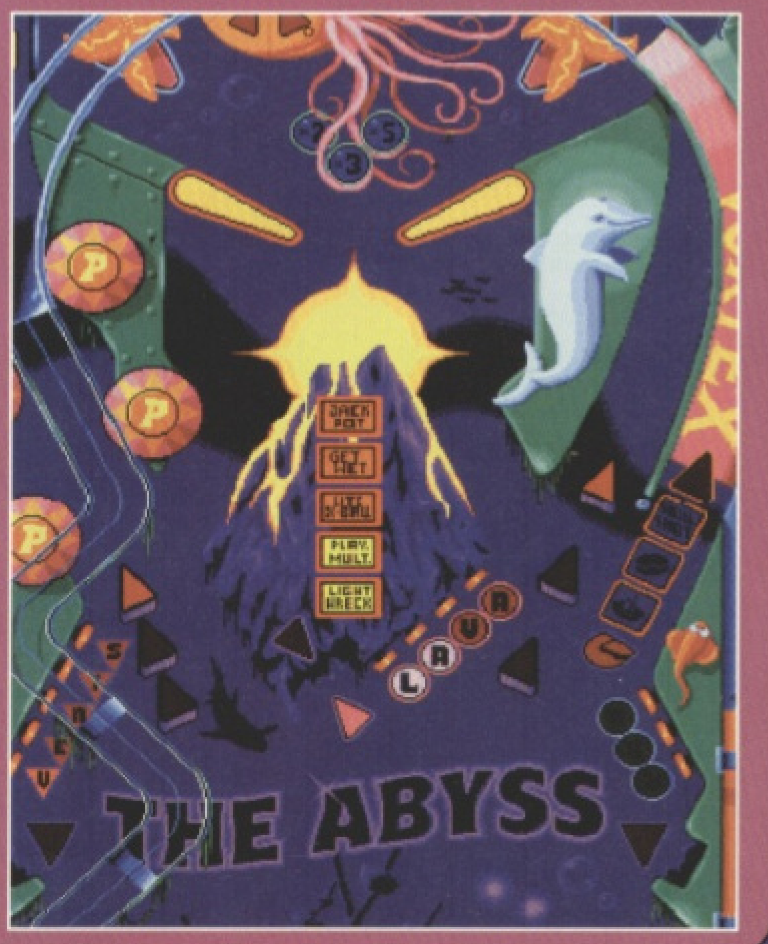




PSYCHO Pinball

PLAY SUB GAMES AND RESET MID-GAME

Get those pinball flippers a'flippin with these fantabulous Psycho Pinball cheats courtesy of Patrick Bayliss from Dumbartonshire. To play the sub-games at any time during the game, press Pause and enter B, A, B, B, A, C, A, C. What's more, if at any time you want to reset the number of balls, Pause the game as before and enter DOWN, B, C, B, RIGHT, RIGHT. Hurrah!



SYNDICATE

DREAM TEAM AND MORE

For all you assassins out there slogging your way through this top notch strategy blaster, here's an easier way to complete global domination. By going to the Password screen and entering the code HACKERSQUAD you will have a fully equipped team who have access to any country.

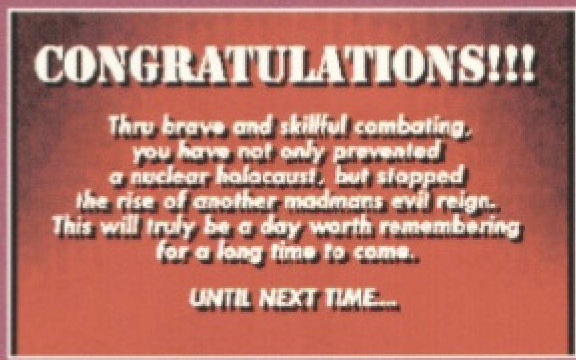


RED ZONE

ALL MISSION CODES

Choppers ahoy with Dave Franck all the way from Belgium. Not only has he come forth with the level codes for all of the missions, but he also provides the code for the subgame of the arcade classic asteroids. Good work Dave.

Mission 1	No Password
Mission 2	ABACBCBCABA
Mission 3	ACCCBCABBCA
Mission 4	ABACBCBCACC
Mission 5	BAAABBBCCBB
Mission 6	ABBABCAABCA
Mission 7	BAAABBCAAAA
Mission 8	ABBABCAACAC
	Username: IVAN
	Password: DEATH
Mission 9	" "
Mission 10	" "



PITFALL

WARP TO THE PITFALL ATARI 2600 GAME

Following last month's topper Player's Guide for Pitfall, Patrick Bayliss from Dumbartonshire strikes for a second time this month by revealing the entrance to the hidden warp to the old Pitfall A2600 sub-game. Apparently when you get to the start of Level 4 and the Lost City of Copan, once you have reached the top of the tongues, killed the snake and the gargoyle on the wall, jump to the left off the platform. This leap of faith will carry you to a platform on which a very odd scorpion lurks. But more importantly, it also houses an intriguing door, through which a collection of bonuses lie. Now if you jump to the left into the wall, a hidden spider's web will launch you into a hidden room where you'll find the warp.



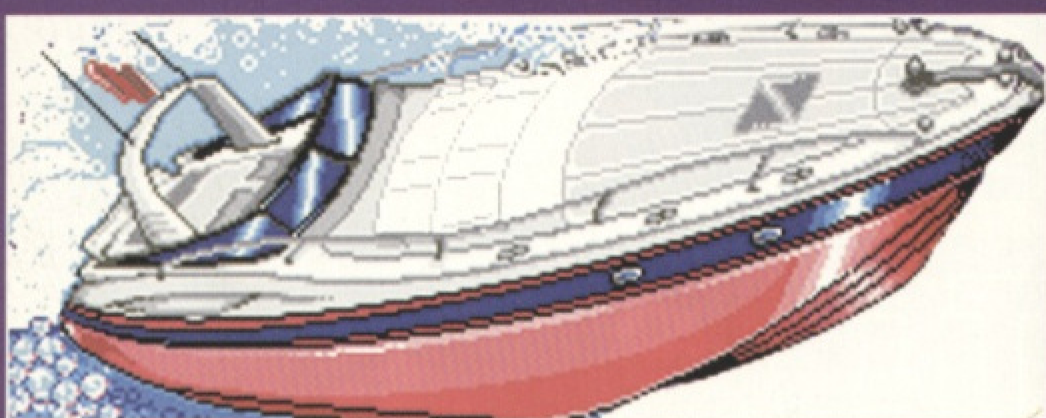


▲ *Harry's about to enter the Twiglet zone.*

Micro Machines 2

LEVEL WARP

There hasn't been a great deal of tipstering on the Micro Machines 2 front, but Stewart Anderson has come up with a handy little Level Warp. When you come to do the challenge on the Ceiling Circuits, do one lap, and then on the third rafter going down, hit the blue box, and hey presto it will say 'Level Warp'. Smart.



RISE OF THE ROBOTS

SUPERVISOR SPECIAL MOVES

Not exactly the pinnacle of Megadrive gaming, Rise of the Robots must have sold at least one copy because Eddy Hughes from Merseyside has sent in some extra special moves for the Supervisor character (refer to Issue 28 for the cheat to play the Supervisor).

LIQUIDISATION — DOWN, TOWARD, and UP
SCISSORS KICK — DOWN, AWAY, and UP





EARTHWORM JIM

DOH!

Okay, so I made a bit of a boo-boo on the Earthworm Jim front a couple of months ago. But in my defence I will say that they were the codes passed on to me from the guys at Virgin. So to set the record straight I turn to James Bimson from Bristol, who was one of many to correct my mistake. To access the secret cheat menu, pause the game and press A+LEFT, B, B, A, A+RIGHT, B, B, A. A whole host of cheat will appear, including the Dave Perry Secret Cheat Mode. Thanks a mill James.





CANNON FODDER

LEVEL CODES

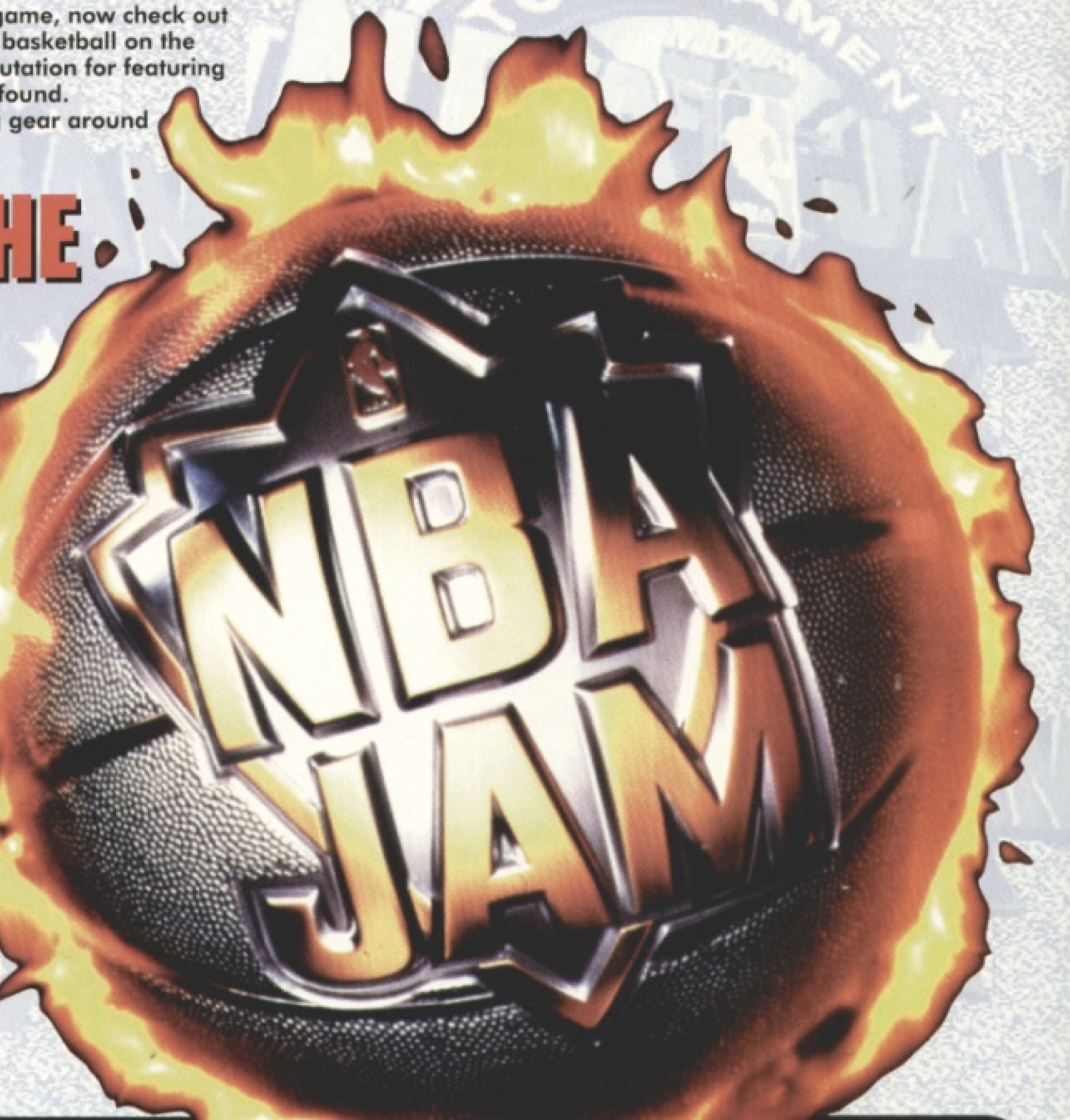
Young Edward Manning from Chelmsford makes the simple request that I print his codes for the excellent Cannon Fodder and his name. So here we go.

MISSION	CODE	NUMBER OF RECRUITS
2	UZHNC	27
3	JHHJI	41
4	OFLJA	56
5	DNKFG	70
6	ATGGF	84
7	NFANH	97
8	CFJCD	99
9	TRVNG	96
10	WYNYB	105
11	DYQRH	86
12	IOMVI	86
13	BIZJF	77
14	GKXJE	92
15	HWZFC	105
16	MMRNE	117
17	TNZBI	128
18	YPXBH	143
19	VZFUE	131
20	GXEVE	146
21	DHNNC	139
22	IJLNB	154
23	TAPFG	168





You've read the review, you've played the game, now check out the cheats! Apart from being *the* essential basketball on the Megadrive, NBA Jam titles have a superb reputation for featuring some of the most incredible secret players to found. Anywhere. Oh yes, missus, get your dribbling gear around these secret characters! On fire!



NBA JAM TOURNAMENT EDITION

INPUTTING THE INITIALS

The official line for entering the secret initials: use the appropriate button along with START, except in the case of pressing the C button only, and this will be indicated.

Okay, so it may seem a bit obvious to all those die-hard NBAers, but you'd be surprised by the number of phone calls we get around NBA time. In answer to these NBA problems, here is a step-by-step guide to getting your fave secret character to work, using Bill Clinton as an example (his initials are CIC, and Joypad combination A, C only, and B).

STEP ONE: Choose the YES option to input your initials.

STEP TWO: Using the DPad highlight the letter C.

STEP THREE: Now press and hold START.

STEP FOUR: Press A to input the initial, and let go of START.

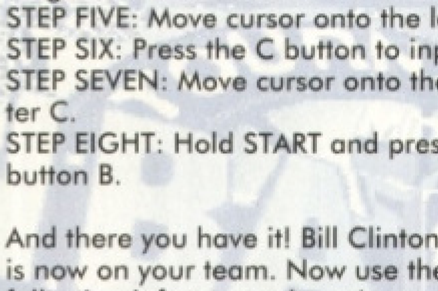
STEP FIVE: Move cursor onto the letter I.

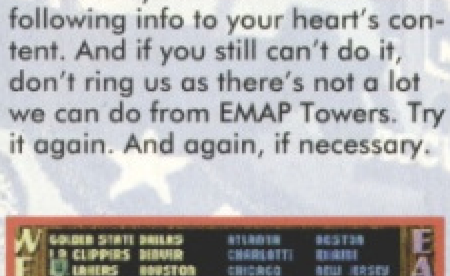
STEP SIX: Press the C button to input the I.

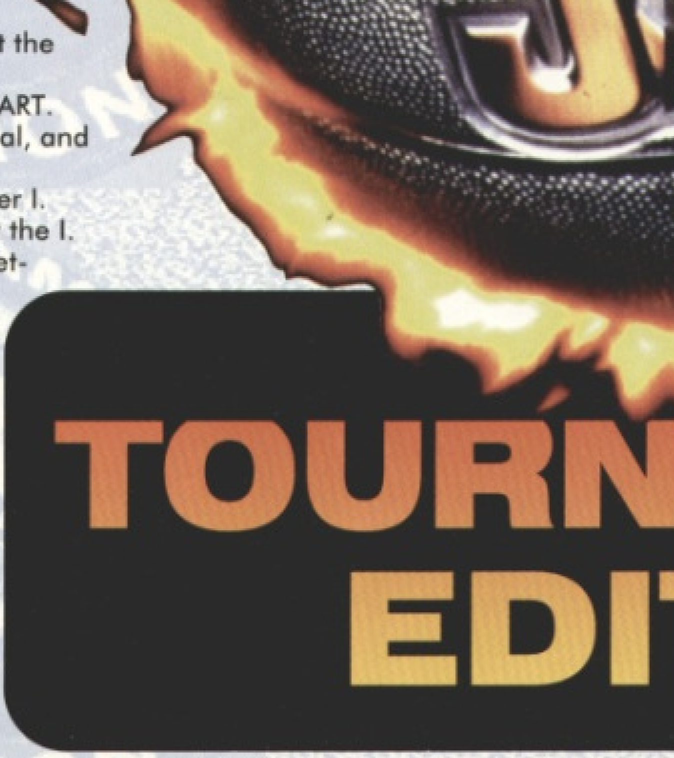
STEP SEVEN: Move cursor onto the letter C.

STEP EIGHT: Hold START and press button B.

And there you have it! Bill Clinton is now on your team. Now use the following info to your heart's content. And if you still can't do it, don't ring us as there's not a lot we can do from EMAP Towers. Try it again. And again, if necessary.







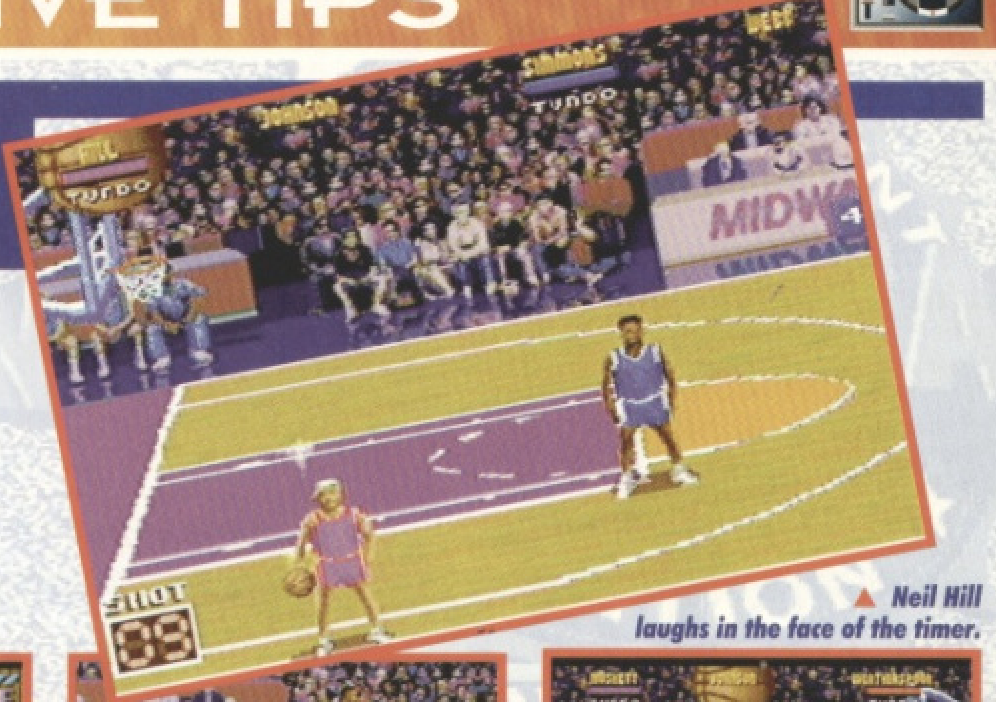
▼ *Time's up number two, please come in from the court and let the others have a go now.*



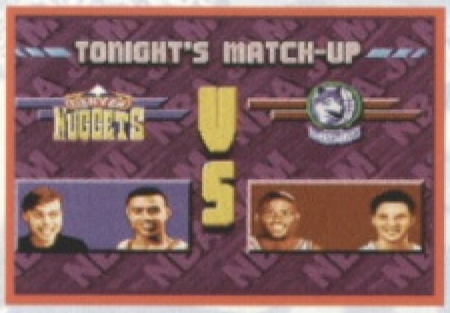
▼ *This hoop ain't big enough for the both of us.*

TEAM IGUANA

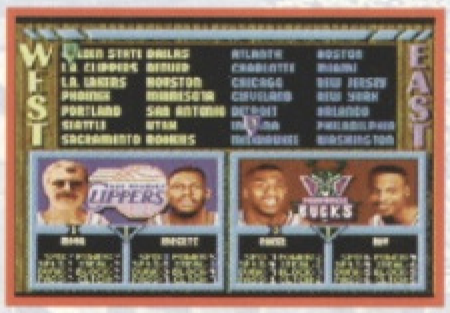
NAME	NICKNAME	INITIALS	JOYPAD COMBINATIONS
Milo Stubbington	Moosekat	MPF	B, C, C only
Jay Moon	Moon	JAY	C only, A, B
Chris Kirby	Kirby	CK_	B, C only, C
Snake Palmer	Snake	GOF	A, C, B
Jason Falcus	Falcus	JF	A, C only, C
Mike Muskett	Muskett	MCM	B, B, C
Neil Hill	Hill	NDH	A, B, A



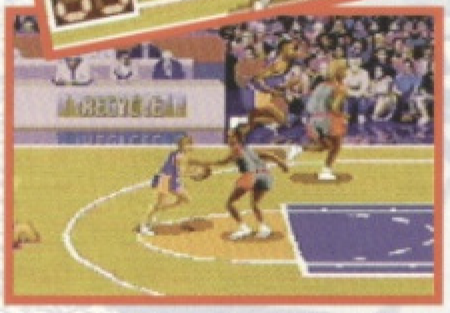
▲ Neil Hill laughs in the face of the timer.



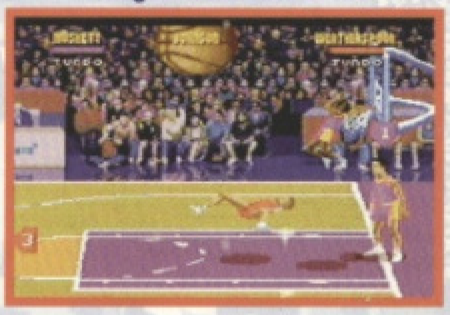
▲ Check out that cheese-tacular grinnage on the left.



▲ Jay Moon bares all for the Clippers.



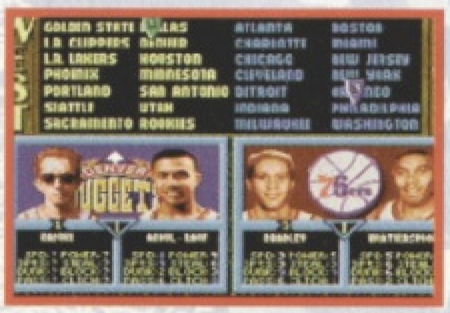
▲ Pass Moosekat, pass Moosekat! Paaaasss!



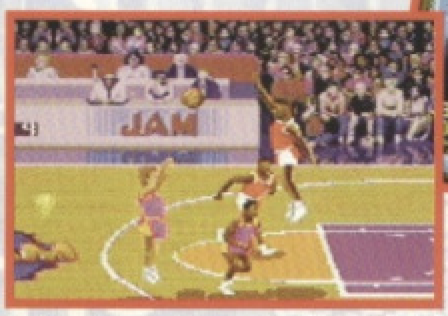
▲ Muskett stands bemused as an earthquake strikes the court.

TEAM ACCLAIM

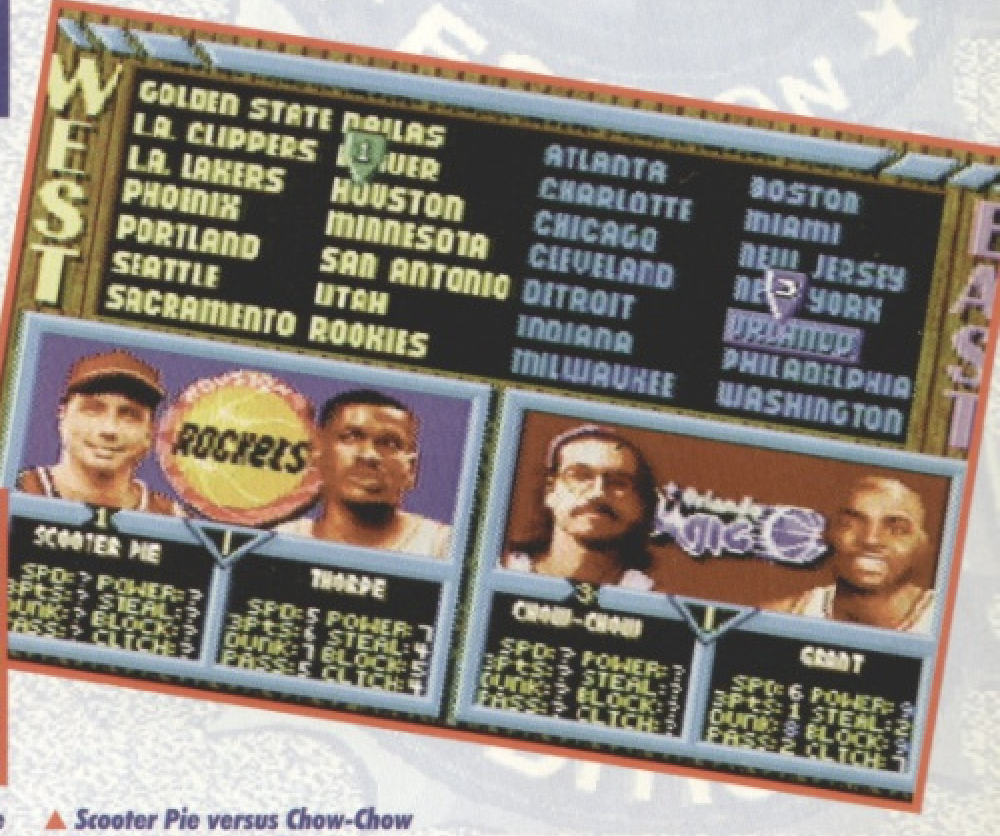
NAME	NICKNAME	INITIALS	JOYPAD COMBINATIONS
Asif Chaudhri	Chow-Chow	AMX	C only, A, C
Dan Feinstein	Weasel	RAY	B, A, C only
Brett Gow	Brutah	LGN	A, B, C only
Eric Kuby	Kabuki	DAN	C only, B, A
Alex De Lucia	Facime	XYZ	B, B, A
Eric Samulski	Air Dog	AIR	C, C only, B
Scott Scheno	Kid Silk	KSK	C only, B, C
Wes Little	Scooter Pie	HTP	A, C only, C



▲ Kabuki the shaded warrior prepares to do battle for the Nuggets.

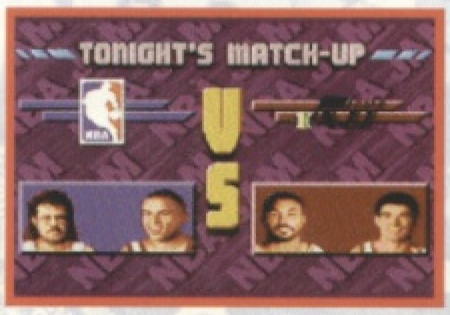


▲ Air Dog makes a comeback from the original Jam.



▲ Scooter Pie versus Chow-Chow sounds like a recipe for disaster.

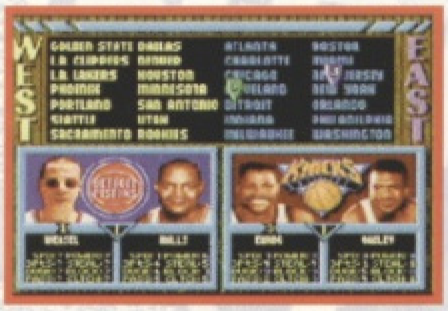
▼ Beware of the power of the mighty Brutah. Blimey!



▼ Time for a haircut young mister Chow-Chow, aka Asif Chaudhri.



▼ What kind of a name is Weasel? How about Stoat or Hamster?

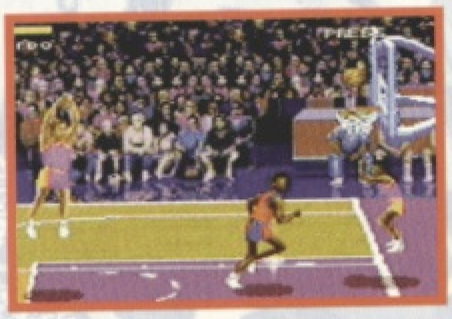


▼ How can they call this the Acclaim team without their star player Smash?

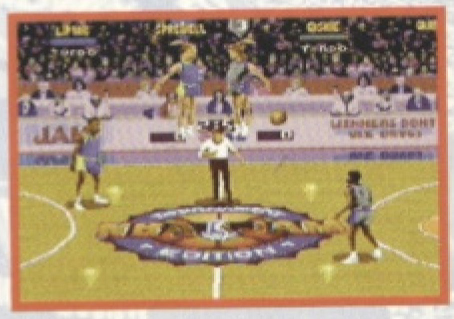


TEAM WILLIAMS

NAME	NICKNAME	INITIALS	COMBINATIONS
Mark Turmell	Turmell	MJT	A, C only, A
Jamie Revitt	Revitt	RJR	C only, A, C
Sal Divita	Divita	SAL	A, C, C only
Shawn Liptak	Liptak	SL_	C only, B, B
Tony Goskie	Goskie	TWG	B, C only, A
John Carlton	Carlton	JMC	C, C, B



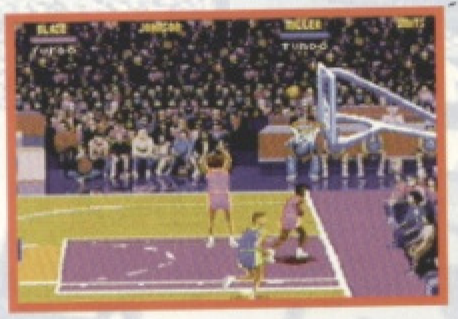
▲ Will you look at the quality of that shot from the boy Carlton.



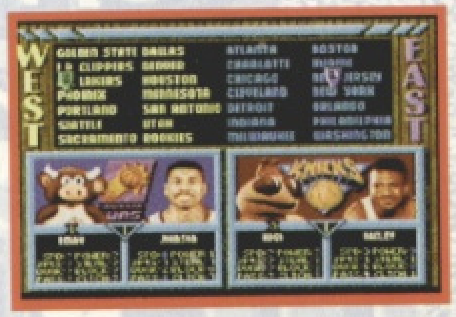
▲ I know high fives are all the rage, but that's taking it too far.

TEAM NBA

NAME	NICKNAME	INITIALS	COMBINATIONS
Larry Bird	Bird	BRD	A, C, A
Carol Blazekowski	Blaz	BLZ	C, C only, C
Mascot Bull	Benny	BNY	B, C only, C
Mascot Hornet	Hugo	HGO	C only, C, A
Mascot Wolf	Crunch	CRN	A, B, C only
Mascot Gorilla	Suns Gorilla	GOR	C only, B, B



▲ Carol Blazekowski takes a wild shot at goal.

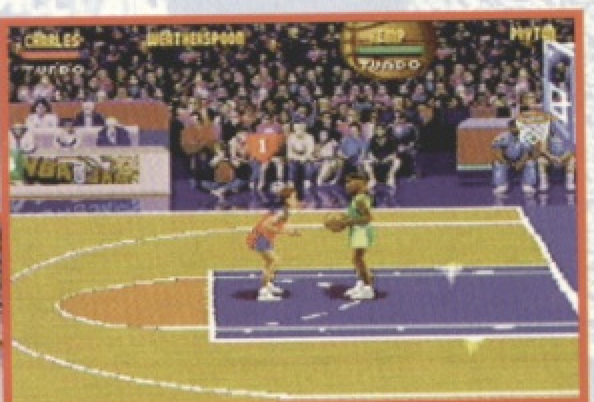


▲ It's a serious business, this basketball lark.

TEAM CELEBRITY

NAME	NICKNAME	INITIALS	COMBINATIONS
Bill Clinton	B Clinton	CIC	A, C only, B
Hillary Clinton	H Clinton	HC_	C only, B, C only
Prince Charles	Charles	ROY	B, A, C only
Heavy D	Heavy D	HVY	A, C only, B
Jazzy Jeff	Jazzy Jeff	JAZ	C, A, A
Will Smith	Fresh Prince	WIL	C, B, C only
Frank Thomas	Thomas	SOX	B, C only, A
R Cunningham	Cunningham	PHI	C only, A, C
Mike D	Mike D	MKD	C, C only, C
Adrock	Adrock	ADR	C only, C, B
MCA	MCA	MCA	B, B, C only

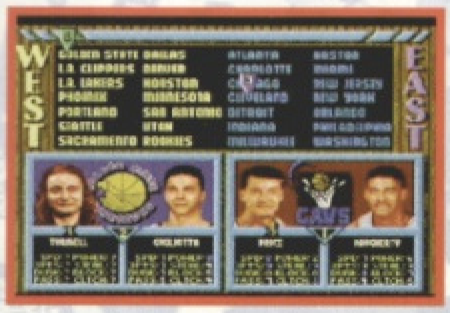
▼ The world's most powerful man in basketball frivolity shock



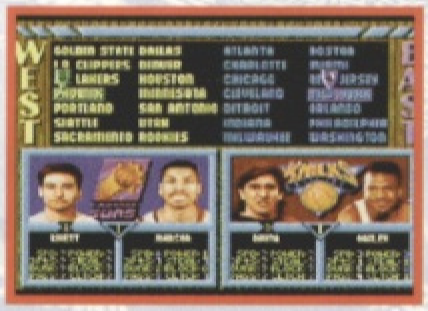


▲ Charles asks Kemp for his ball back, please.

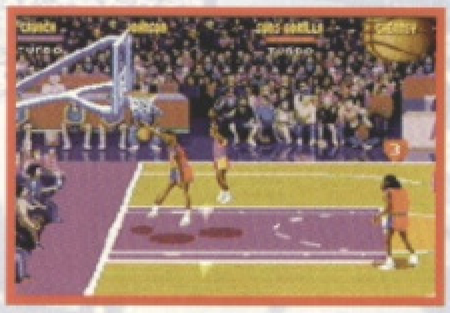




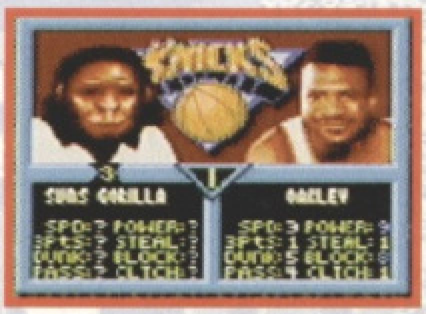
▲ Oh look it's Darleen from Roseanne. Gulp, actually it's Turmell.



▲ Revitt and Divita promise double trouble from Williams.



▲ Gorillas on the court? Whatever next?



▲ Who's a handsome devil then?





CHEATS

Hidden characters not enough? Well get a load of these totally looptacular cheats to wow and amaze your friends. To make them work you must be quick and input them on the Tonight's Match Up screen. Once you get the hang of entering the codes, you should be able to two or more at once.

U — UP
D — DOWN
R — RIGHT
L — LEFT
B — BUTTON B
A — BUTTON A
C — BUTTON C

CHEATS WITH MESSAGES

SHOT PERCENT DISPLAY	U, U, D, D, B
QUICK HANDS (BETTER INTERCEPTION)	L, L, L, L, A, R
MAX POWER (INCREASED POWER)	R, R, L, R, B, B, R
POWER-UP GOAL TENDING	R, U, D, R, D, U
POWER-UP FIRE	D, R, R, B, A, L,
POWER-UP TURBO	B, B, B, A, D, D, U, L
POWER-UP OFFENCE	A, B, U, A, B, U, D
POWER-UP 3 POINT % INCREASE	U, D, L, R, L, D, U
POWER-UP DUNK	L, R, A, B, B, A
POWER-UP PUSH	D, R, A, B, A, R, D

CHEATS WITHOUT MESSAGES

PUSH ONE OPPONENT AND BOTH FALL	U, U, U, U, L, L, L, L, A, A
PUSH ONE OPPONENT AND TEAMMATE FALLS	U, U, U, U, L, L, L, L, A, B
TELEPORT PASS	U, R, R, L, A, D, L, L, R, B
HIGH SHOTS	U, D, U, D, R, U, A, A, A, A, D
SPEED-UP	U, U, U, U, L, L, L, L, B, A
SLIPPERY COURT	A, A, A, A, A, R, R, R, R, R

For the Game Gear version, simply replace the A with 1, and the B with 2.

EXTRA CHEATS

To enter the following cheats, firstly you must enter this code on the Title Screen: C, UP, DOWN, B, LEFT, A, RIGHT, DOWN.

CHEAT TO BEAT 26 TEAMS	Enter END initials
CHEAT TO BEAT 27 TEAMS	Enter JAM initials
TEAM SWAP ON SUBS SCREEN	Hold UP and B for 2 seconds.

GAME GEAR

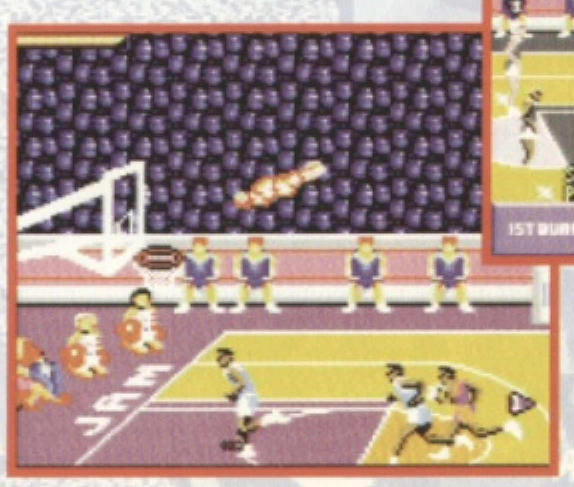
Not to outdone by its bigger brother, the Game Gear also features a whole host of hidden characters. As before, the correspondence between initial and button apply, only it is slightly simplified on the handheld version. They are as follows:

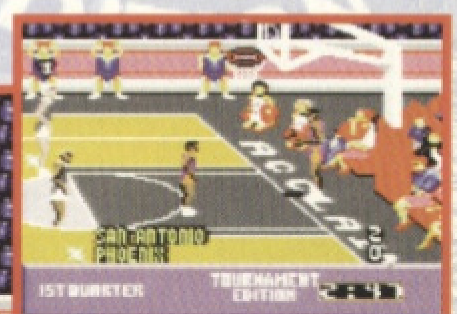
B1 — BUTTON 1
B2 — BUTTON 2
ST — START

TEAM GAME GEAR

NAME	NICKNAME	INITIALS	COMBINATIONS
Bill Clinton	B Clinton	CIC	B2, B1, B1
Hillary Clinton	H Clinton	HC_	B1, B1, ST
Prince Charles	Charles	ROY	B2, B2, ST
Heavy D	Heavy D	HVY	ST, B2, B2
Jazzy Jeff	Jazzy Jeff	JAZ	B1, ST, ST
Will Smith	Fresh Prince	WIL	ST, B1, B2
Frank Thomas	Thomas	SOX	B1, ST, ST
R Cunningham	Cunningham	PHI	B2, ST, B1
Larry Bird	Bird	BRD	ST, ST, B1
Mike D	Mike D	MKD	B1, B2, ST
Adrock	Adrock	ADR	ST, B1, B2
MCA	MCA	MCA	ST, B2, B1
Mascot Gorilla	Suns Gorilla	GOR	B1, ST, B1
Mascot Hornet	Hugo	HGO	B2, ST, B1
Mascot Wolf	Crunch	CRN	ST, ST, B2
Mascot Bull	Benny	BNY	B1, ST, B1

▼On Fire! The Game Gear sets hoops smoking.





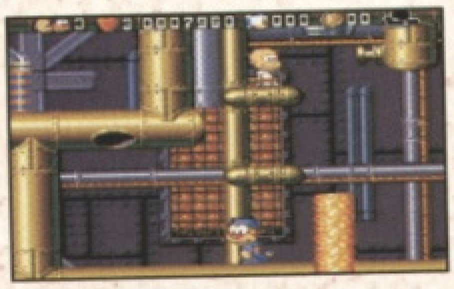
▲Hurry up with that passing will ya!

BUBBLE AND SQUEAK

Never one to renege on promises, the second part of our Bubble and Squeak guide arrives after a month's hiatus. In case you didn't know already, we think this is a fab platform puzzler, with the depth so many flashier games sadly lack. But in case you're stuck in the latter half of the game...

DIAMOND FOUNDRY 3

Jump on the twin springs to reach the gem stash. Take both springs along to the right and use them to reach the lift switch at the top. Take Bub and one of the springs with you. On the far right side use the spring to access a vertical shaft that leads to the car icon. Then return to Bub and follow the layout to the exit.



DIAMOND FOUNDRY

The aim here is to create a bridge to the exit by elevating the lifts via the switches. Take Bub to the leftmost switch, getting a lift to reach it, then taking him with you. You need another lift from him to reach the upper lift switch. The next two switches are pretty simple. For the final switch take Bub to the crop of platforms at the far right. From the top left one of this set, get a throw. You land on a ledge leading to a spring and the final switch. Then take Bub back to the gum jar. Mount him and lead him up the far right stairway of platforms. The bridge of platform from right to left leads to the exit.

DIAMOND FOUNDRY 5

Get the fire switch first (1 charge). Lead Bub across the platforms getting the gems, and then using the second fire switch (3 charges). Go down and left on the staggered platforms. Above the entrance to the loop is a fire switch. Get that (3 charges) before kicking Bub through. Backtrack along the bottom for an extra life. Then collect Bub, go left getting all the gems you want. Stand on his head to reach the lift switch. Get the captive and head up for the exit.

SANDCASTLE DESERT 1

Kick Bubble through the first three sets of loops, then lead him across the final set of columns. Leave him in order to dispense the wasp, then move the spring to the far right corner of the play-field. Go back and kick Bubble through the loop, then collect him as he bounces on the spring. On the upper level, take him left, then up to the sandy platform. Kick him left across the brick partition. Go right and you'll find him past the fire on the far left. Now kick him back right, and he boomerangs back to the level above you.

Use the gum jar, mount the flying Bubble and fly straight up through a secret passage in the brick roof. You'll find a huge gem stash and a crop of wasps. Go along the top passage following the gem trail, then down to leave Bub at the exit. Free the captive and jump right to collect the sub before exiting the level.

SANDCASTLE DESERT

Bub and yourself begin separated by a brick wall. Collect the nearest spring and place it carefully on the top of the wall to its left, so that it overhangs. Go right and jump on the spring, collecting the two coins from the black baddies. Jump down right and walk along to rendezvous with Bub. Kick him through the loop and he should land bouncing on the spring. Jump up through the sand and collect the second spring, bouncing it on top of the first one. This gives you enough height to guide Bub to the higher level (perseverance is needed to do this regularly).

After feeding Bub gum, take him higher and collect every gem you can find (about 50). Also locate the fire switch in the ceiling, which has three charges. There is a narrow passage to your right, that requires some perfect control to negotiate without injury, but before you go down, there is a secret passage directly above the first turning. Find an extra life amongst other goodies. Eventually you'll come to the exit, but take Bub up to free the captive first. Use the spring to jump down the left-hand side.

▼"Shall we have sausages for tea?"



SANDCASTLE DESERT

Walk to the right and retrieve the spring, needed to bring Bub out of the small pit. Take him to the right and down before the patch of fire. When you reach the plateau with the wasp, kick him right and he will go through a hidden passage, collect 250 gems and end up at the exit. Simply retrieve the spring, take it to the brick platform on the right hand side of the level and jump up. Walk right a short distance, then jump up and across the three springs in single leaps. Get Bub to throw you up to release the captive before exiting.

NEON CITY 1

Simple enough if you don't start twitching because of the flashy backgrounds. Kick Bub through the loops, then follow him up by jumping up the right-hand platforms. Use the gum jar and fly around taking out all the baddies. There is a hole in the roof on the left that leads to the car icon and plenty of gems, also a hidden secret life in a false walled chamber. Once you have the quota, go to the top left corner of the level for the captive, then get Bub to follow you back to the gum jar for a second helping, allowing you to fly to the exit above.

DIAMOND FOUNDRY 7

The water rises so quickly on this level that it has to be done intuitively and without hesitation. Immediately take Bub down to the lower level and to rightwards. Kick him through the loop and use the pot to follow. Leave him for the time being, instead moving right to get the pot. Use it to reach the top gantry with the robot guards. There is a fire

switch with three charges at the right end.

Go left to grab Bub. Take him to a position below the moving platform and get a throw up. The easiest way to activate the switch is to stand on it, fall off, turn and fire. On ascending, use the gum jar. Travel right collecting gems until reaching the narrow gap. Dismount and lead Bub to the captive chamber. Leave him, nip down and right to get the bubble car. Back up, spring the captive and get out!



DIAMOND FOUNDRY 8

More high-speed thrills. Have Bub in following mode from the beginning. He will shadow your movements along the bottom passage. You, on the other hand are running along the upper level. Climb up the first set of gold piping for a pot, and the second set for a spring. Remember to hit the fire switch. Bounce on the spring to reach a final pot. Carry that right, through a dense field of spikes. You should meet Bub at the gum jar. Mount him and fly up for all the gems you need and a car icon, in chambers at the top of the level. Beware of ceiling mounted spikes, though. The exit and captive are located top left.

SANDCASTLE 4

A sprawling, bewildering and tricky level. First take Bub right and kick him across the top of the large cactus. Kick him again from the top of the small brick platform nearby, and wait for him to return in a few seconds. Kick him back left to the level starting point, then get a throw up the shaft formed by two brick platforms.

Use the fire switch (all have two charges on this level) and bring the lift down. Lead Bub to the top then kick him through the loop. Travel up yourself, using the switch to bring down a left out of sight to your left. Go up and left, fighting a wasp to retrieve a spring. There is also a fire switch top left. Take the spring down and use it to jump over the cactus. Climb up the next set of palms and jump right to cross the fire. Now get Bub and use the gum jar.



Go far right, fighting two wasps, then down. Follow the slope to the right until you get the two black blobs. Jump left across a series of gaps until you reach a complex loop system with lots of gems. Leave Bub on the brick wall just above the spring, then take the spring to the right. There is a brick wall here that Bub will strike as he comes out the loop. Place the spring below it. Now go back and knock Bub through the loop. Bring the other spring to the place he ends up and you should be able to reach the gum jar. Use the jar, jump to the right and up to the next set of platforms. Across fire and cactus to your left is the exit, bubble car and captive.

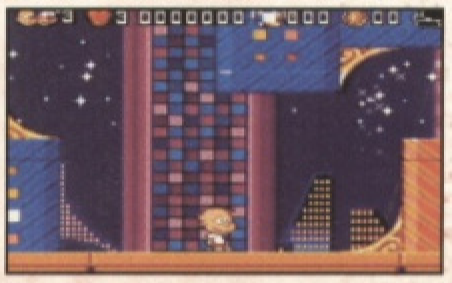
SANDCASTLE DESERT 5

Kick Bub through the loop first, then take the pot and go up. Take the lift to the level near Bub, and kick him left through the loop. Take the spring up to the point he stops, and use it to bounce him to the gum jar level. Mount him and take him to the narrow passage where you are forced to dismount. Lead him along to the right, moving the spring to a point that allows him to bounce to the second gum jar. Fly to the right and through the narrow system of passages. You arrive in a large chamber with a fire switch and some bonuses.

Go out to the right and down. There is a secret passage in the wall that leads to the car icon and loads of gems. Retrace your steps and fly up and round to leave Bub at the exit point where you previously started. Jump up and use the lift to release the captive. Now return to the exit and leave.

NEON CITY 1

Short and sweet. Kick Bub through the loop immediately. Lead him from that perch to the right, and kick him through the second loop from a position right of the fire switch. Use the switch three times. Return left, taking the spring, and kick Bub through the second loop, so he disappears up the vertical shaft. Go left to find him in the walled-off section. Use the spring to get him on the higher platform and kick him through the third and final loop. He is now near the gum jar. Return there and mount Bub, collecting gems and the car icon — partially hidden behind the red cycling strips. The way to the captive and exit is up and left from the gum jar.



NEON CITY 3

Kick Bub right immediately. Run right and jump onto the second platform level in time to stop rolling Bub in his tracks. Shoot the tortoise, then lead Bub up to the next platform on the left. Kick him through the loop and go right to locate him near the bubble jar. Mounted, go right across the spikes then up and left on the blocky platforms. Jump three times on the spring to get to a higher platform on the right. Jump right again and leave Bub at the narrow gap.

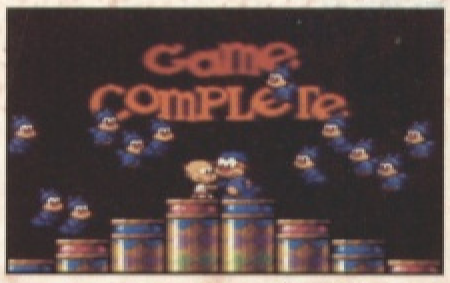
Return left, jumping on the spring again and this time going left. Release the captive and collect the spring. Carry it right, bounce on the spring and then bounce onto the wall above the gap where Bub is to find the car icon and a secret life. Move the spring to a position just right of the step after the narrow gap. This should allow you and Bub to bounce partially over the spikes. Take the spring over and bounce up to the exit.

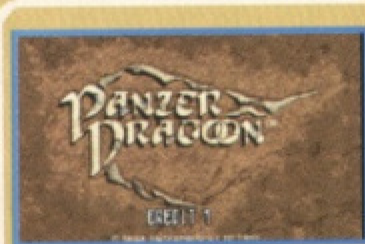
NEON CITY 4

Go loopy. Kick Bub through through the first loop circuit. Jump to the top and stop him on the top area. Call the lift and walk to the second loop circuit. Do the same and take him to the next loop area. Kick him through and use the fire switch six times. Go up and stop Bub rolling. Lead him left and onto the lift. Kick him left through this loop circuit, and use the spring to get to the top. Use the final lift, free the captive and leave Bub at the exit. Walk full right and down a couple of levels to find the bubble car. Return to exit.

NEON CITY 5

A burst of speed to the finish. Grab Bub and head up. Kick him through a loop, get a punt up to bring down the lift and kick Bub through the second loop, to get a bounce off the spring. Reposition the spring overhanging the edge of the platform, then lead Bub onto it. He should reach the higher platforms on the left side. Bring the spring over and position it overhanging the right end of the second top platform in that set of three. Bounce Bub onto it and he should reach the higher platforms. Kick him through the third loop, then backtrack quickly to get the spring and car icon. Take it back up and call the lift down for Bub. Take him up and kick him through the loop, using the spring to follow him. Once you reach the top use the gum jar, then hit all the fire switches three times as you fall down the shaft to the right. Cling to the right wall to avoid missing any. Then release the captive and get out.





1 PLAYERS	
GAME TYPE	SHOOT "EM UP
PRICE	IMPORT
BY	SEGA
RELEASE	OUT NOW

OPTIONS

CONTROL: JOY PAD
CONTINUES:EARNED
SKILL LEVELS: 3
RESPONSIVENESS: SUPER
GAME DIFFICULTY: ROCK

1ST DAY SCORE

GET TO END OF LEVEL 3

ORIGIN

An original blaster incorporating some aspects of Starfox, Magic Carpet, and er, Afterburner. Add liberal doses of Japanese culture.

GAME BREAKDOWN



GAME AIM

Fly along and shoot things. Dodge the enemy and their bullets.Fly along and shoot things. Dodge the enemy and their bullets.

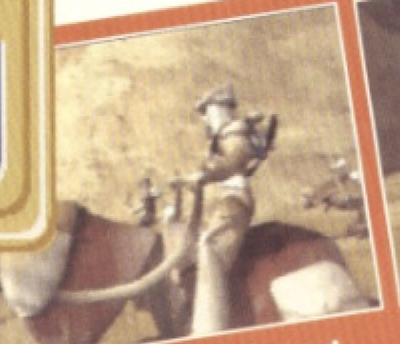
PANZER DRAGOON



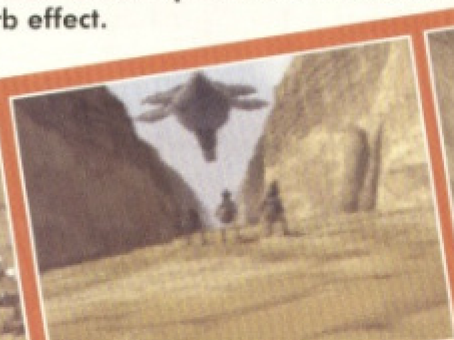
When the Saturn first came out, there was much excitement emanating from gamers across the globe. It was well deserved, since the first release, Virtua Fighter, was frankly incredible and remains to this day the best game on the machine. But after VF, the quality of software releases dropped dramatically. Tama was crap. Clockwork Knight was rubbish, offering zero value as you could complete it in one sitting. And any magazine that has given Victory Goal over 60% is betraying its own rampant stupidity. But now a new title has arrived — a game that really shows off what the Saturn is capable of.

Panzer Dragoon is a breathtaking shoot 'em up. Climb onto the back of a dragon and ready yourself for the most graphically stunning, most frenetic blasting experience you've ever seen. The plot behind Panzer is pretty much a waste of time. Suffice to say that your dragon pal's rider has been murdered by a big mutha of a firebreather and it's up to you to take that rider's place and seek vengeance. This boils down to seven levels' worth of superb blasting action as you use your laser and missile spitting crossbow to dispense a swift form of justice to some of the weirdest, most graphically amazing enemy sprites you've ever seen in a videogame. And then ready yourself for some truly superlative boss-related action.

Every graphical trick in the book has been used to make Panzer Dragoon the best-looking blaster ever. Textured polygons and scaled sprites embellish the backdrops to superb effect.



... the vast



▲ Overhead, the looming form of flying galleon of the evil forces.



▲ Sensing the threat, the adventurer spurs his mount.



▲ The only opportunity of lies in a nearby cave.



▲ Perhaps this sombre cavern holds dangers of its own...



▲ Shorn of his mount, he flees from the hideous cave monster.

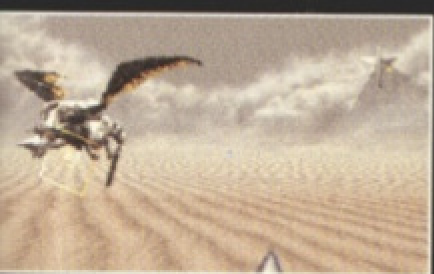


▲ Trapped by its pincers, a swift exit from the world seems inevitable



▲ With a chilling screech, yet another monstrous form appears...





VIEWPOINT

If you thought that having four views in Virtua Racing was quite impressive, just wait until you see what Panzer Dragoon has in store for you. For starters, there are four different 360 degree views you can access, which are essential for scoping out your targets as they come at you from all angles. The top L and R buttons on the joypad are used to access these perspectives. Adding to the experience are the distance buttons X, Y and Z. The X button offers the nearest perspective, Z the furthest away. These aren't just included for cosmetic purposes - each comes in handy, particularly when fighting the bosses when a different angles are importantf.



EPISODE ONE

The beginning of the game takes you through a partially sunken city. The architecture is falling around you as you progress through the level, so deft flying is required. The reflections in the water, combined with the stunning texture mapping make this level look brilliant. In fact "brilliant" just doesn't do it justice.



This temple-like structure looks astounding on the outside...

The initial run through the city requires you to swoop under arches which are in danger of falling around you,





.... And on the inside too!



▲ Inside, its massive extent reveals itself — an awesome sight.



These strange flying creatures don't really seem concerned by your presence. Gun them down any way!



These plants are kind of like venus fly-traps. Fly in too low and the plant closes up, causing much energy loss. Fly high or aim for the centre and blast!



Beware though, because it starts to break up and sink around you!

EPISODE TWO

Having escaped the oceanic world of episode one, Panzer Dragoon finds himself caught up in a barren desert, populated by Dune-style sand worms. Suffice to say, they aren't particularly friendly....



But underneath the sank lurk these graphically awesome sandworms! You need to blast at every section of the worm, before concentrating fire on the head.



The terrain itself is pretty blank apart from the inclusion of a mountain-side or two..



Despite being so graphically complicated, there comes a point where you take on two of the sandworms simultaneously!



When the worms have been downed, you take a trip through a tunnel in the mountainside.



Inside this tunnel are bizarre cave-dwelling face hugger style creatures. Blast them before they leap up and drain your dragon's energy!

EPISODE THREE

If you thought that the first two episodes offered stunning scenery, you're going to be totally astounded by what awaits on the third episode. Panzer Dragoon enters a bleak, mountainous mining area at twilight. By the way, this is the first level in which the sprites actually attack you on purpose.



This is a mining base, fairly packed with modern-looking installations. Sometimes, careful flying is needed to pass through tight arches.



This is where the legions of enemy sprites really begin to get their acts together, attacking at quite a fair old pace. Strategic use of the homing missiles is required here.



Homing missiles are super-important on this level, particularly when you're flying past these mountains. Every part of the scenery is packed with flame-throwing installations. Use your sight to sweep the area and let off those missiles before the flamethrowers



This is the first time you'll meet one of the enemy's strongest type of airborne fortress. it flies around the mountains causing all sorts of aggravation. Aim for the "basket" underneath the main structure!

COMMENT



GUS

I hope Sony have a good look at this. After the tech-heads have put a console together, it's the creatives who make the machine. The team behind Panzer Dragoon have excelled in every area. Technically the game drops jaws with every successive level — the forest level and underground complex are awesome to behold. The playability is similarly gargantuan. It manages to create a fixed path 3D blaster with a feeling of freedom and space. Launching a salvo of streaming claws of superblaster energy and hearing their thunderous report is joyous. An epic, a classic, a monument to gaming.



...ved by the intervention ... dragoon.



▲ Two opposing dragoons swoop in aerial combat.



▲ The evil rider strikes a decisive blow.



▲ With the last of his strength, the rider lands...



▲ ...and passes on the power lance to our astounded hero.



▲ His life force fades in a shimmer of light.



▲ Hero reaches out to the dying warrior.



▲ Now alone, he surveys the curious and majestic creature.



▲ Firmly positioned and staunchly purposed.



▲ Ready to prove him as a Panzer Dragoon!

EPISODE FOUR

Even though Panzer Dragoon laid waste to the mining areas, sufficient meanies remain to give chase, forcing the plucky dragon/man combo to take refuge in yet another mountain. But it's a trap! And the forces of evil have claimed this particular mountain as one of their strongholds!



This level is made up of long tunnels connecting up large chambers. Typically, you can expect to find a new sprite-based challenge awaiting you in every chamber...



This level really shows off the Saturn's light sourcing and texture-mapping techniques in the form of these incredible looking tunnels. But first things first, the enemy are quite literally on your tail. Let them have it! DIE SCUM!

... Although having said that, later tunnels have these doors which tend to open in rather unpredictable manners. Watch out or Panzer might end up as a bloody splat if you're not too careful.





The enemy sprites on this level are the most deadly yet, each capable of firing off a devastating green laser. When the screen's packed with enemy sprites, you're forced to negotiate your way through scenes like this!

EPISODE FIVE

Well, we're sorry, but game graphics as they stand really can't be bettered by what awaits you on level five of Panzer Dragoon. You fly over an richly detailed arboreal domain, laying waste to airborne squadrons. And it's got the best boss ever.





The deeper you get into the level, the more richly detailed the scenery becomes... as you can discern for yourself by glancing at this screenshot (which you probably have already). Just look at that forest... stunning eh?

Panzer Dragoon offers an incredible feeling of taking place in an awesome airborne battle - and that feeling is strongest on this brilliant level. Enemy airships and squadrons buzz past you... take out the airships and mop up the sprites with your homing missiles!



Airships, airships and indeed more, er, airships. You can't get away from them in this level. Probably because there's so many of the blasted things. KILL!

COMMENT



RICH

Where do you begin with a blaster as special as Panzer Dragoon? The screenshots tell you everything you'll need to know about the graphical qualities of this game. They are without peer - there is no blaster on any console (and that definitely includes the Playstation) that compares visually with this. It's not just technical excellence either - Panzer Dragoon has obviously been put together by an incredibly imaginative team, as the range of backdrops, sprites and bosses create a briliant atmosphere. And the gameplay's excellent as well. You are limited slightly in your flight path, but this makes no impact on the gameplay whatsoever, despite what some people may have been saying. The inclusion of four different perspectives is an excellent addition that more than makes up for the slight lack of freedom - and is highly original - something rare in the shoot 'em up genre. In fact, from start to end, Panzer Dragoon feels incredibly fresh and original. The concept may not be stunningly new and original but it's the execution of the title that makes it so innovative. I won't mince my words. Panzer Dragoon is an incredible videogame right up there with Virtua Fighter in terms of quality (although VF is still the best game on any 32-bit home system). I shudder to think what ludicrous prices the importers are going to charge - but you know what? It could just be worth it...

END-OF-LEVEL EXCESSES

Quite frankly, Panzer Dragoon is without equal in the old end-of-level boss department. And if any one tells you differently, you have our permission to "ask them outside" or indeed deck them right there on the spot. If that isn't enough to convince them, show them some of these "muthas".

BOSS ONE

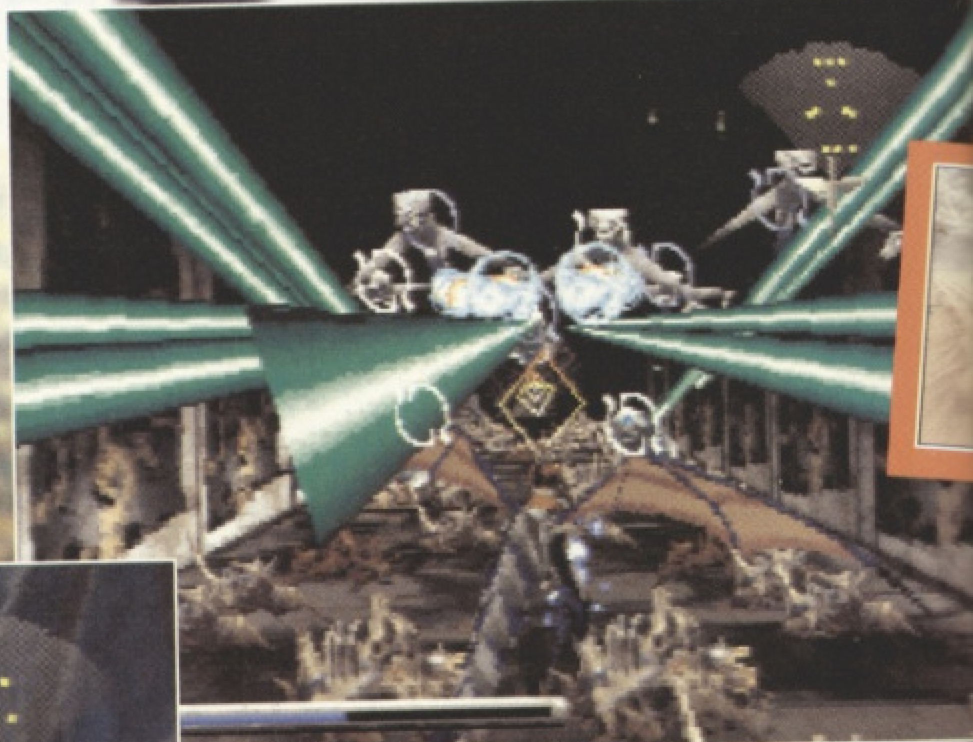
An enormous armoured airship is the first major Panzer Dragoon target. First of all you need to take out the circling mini-satellites before you start your assault on the airship itself. Beware of the three homing missiles it drops into the sea. Before long, they zero in on your position.

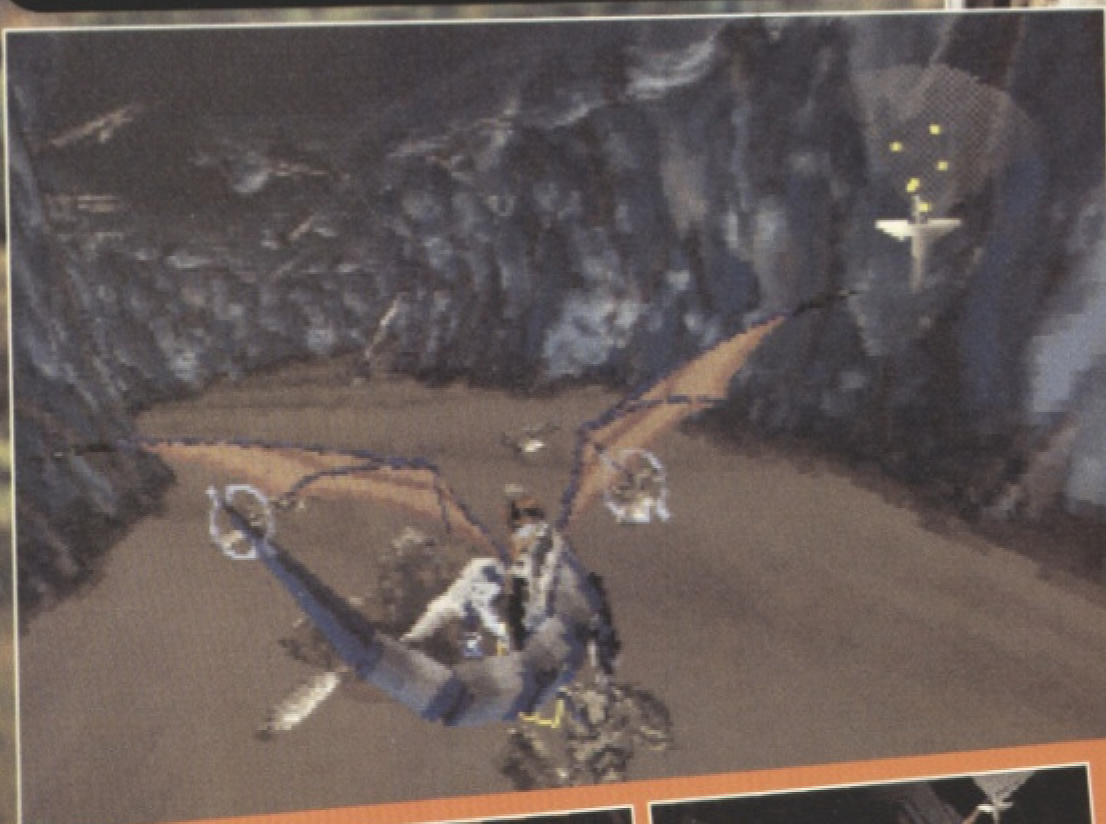


BOSS TWO

The evil dragon hasn't quite made its escape yet and you first encounter it at the tail-end of level one. Dodging between the fireballs and shockwaves, you need to unleash a constant barrage of fire and homing missiles if you're to stop it. If it seems too easy, it is. The energy bar is in fact a sort of annoyance level. When you've drained its patience it flies off to level seven for the final confrontation, where it's considerably nastier.







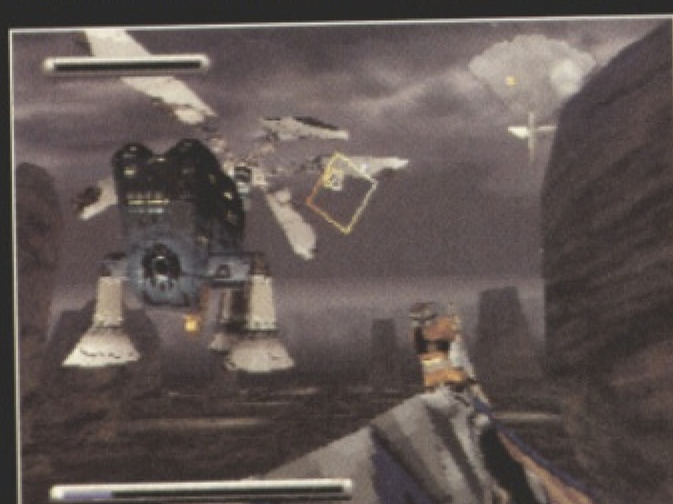






BOSS THREE

If you're playing the game on NORMAL level or above, you're in trouble. This boss starts out as a two-part rotor-bladed tower of death. Dodge between the blades and wear that energy bar down. If you've done your job properly, it should transform into an enormous stomping robot. Be careful where you blast. If you aim at the rotor blades and destroy them you're in trouble (again).





BOSS FIVE

A huge enemy HQ lurks at the end of level five and it is quite frankly one of the most impressive bosses in a videogame ever! It's your job to circle around the base, destroying the base a floor at a time, dodging between the scores of fire-balls launched in your direction. Even when its energy bar has been depleted, the terror isn't over. The base rises into the air, opening up some doors wherein lies yet more weaponry! You won't believe your eyes when you see this one.





BOSS FOUR

The claustrophobic tunnels are bound to wear that energy bar down a great deal, which is a bit of a pain considering the evil that lurks at the climax of this level. It's quite happy just to buzz past you and injure Panzer with a high-speed collision, but its detachable wings and (especially) the green laser from hell make this foe one of the deadliest in the game. The fact that you're in a confined space only makes it even more deadly.





PANZER DRAGOON II ANNOUNCED!

This is one of the most amazing games ever seen, so it came as no surprise when we found out that the game's coders, Team Andromeda, have just started work on the sequel to Panzer Dragoon. Absolutely no details have been officially released yet. In fact, hardly any one else outside of Japan even knows that the sequel is coming. Apart from Sega Magazine, because they told us it was.

GRAPHICS

96

▲Consoles have never before experienced the animation and dynamism of the characters here. If looks could kill this game would be Charles Manson.

SOUND

88

▲A decent range of blasting effects and explosions, coupled with some suitably dramatic background music.

PLAYABILITY

94

▲No complaints in this department. Panzer's easy to get into and superb to play in just about every respect.

LASTABILITY

91

▲Thankfully, the ridiculously simple EASY mode only shows a selection of the levels in the game. The suitably rock NORMAL mode offers much longevity.

VFM

85

▲The importers are really going to mark this game up something chronic since it's the only other game apart from Virtua Fighter worth playing on Saturn at the moment. But it is excellent. What

OVERALL

93

A next generation blaster with no competition whatsoever. Quite frankly, an epic Saturn release that must be experienced.



1-4 PLAYERS

GAME TYPE
SPORTS

PRICE IMPORT

BY T&E SOFT

RELEASE OUT NOW

OPTIONS
CONTROL: JOY PAD
CONTINUES:RAM SAVE
SKILL LEVELS: 1
RESPONSIVENESS:GOOD
GAME DIFFICULTY: MEDIUM/HARD

1ST DAY SCORE
30 OVER

ORIGIN
A new Saturn version of the States' Pebble Beach course, previously on other CD-ROM formats.

GAME BREAKDOWN

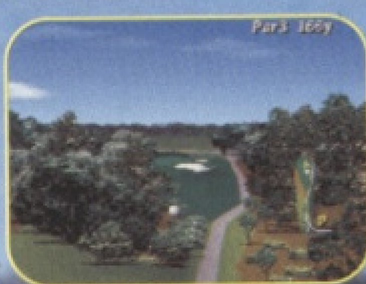
ORIGINALITY	REFLEXES	CHALLENGE	ACTION	STRATEGY
3	2	4	3	4

GAME AIM
Tackle 18 holes, attempting to complete the course in the fewest number of strokes.



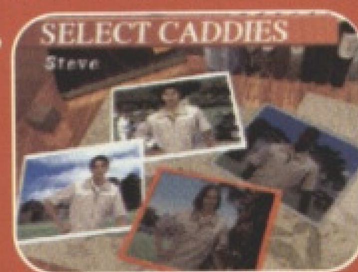
Having a Pebble Beach golf game for your console is about as inevitable as rain in Gleneagles, wind at St Andrews and seagull crap at Troon. It just has to be done, so no raised eyebrows at T&E Soft bringing it to the Saturn so quickly. Golf is indeed a stange sport to convert to computer. It's not too hard to make it okay, but pretty difficult to make exceptional. But when it works, it can do wonders. After all, Pebble Beach probably sold the CD-i single-handedly for three years until Burn Cycle (decent game #2).

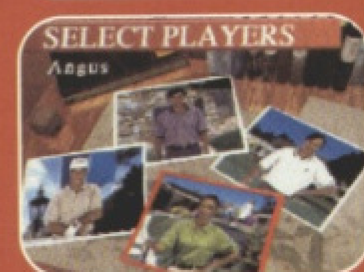
To make doubly sure that the golf-mad hordes of Japan are satiated, there's a surprising array of options on the disk, screeds of FMV and a brave attempt at a realtime ball-following camera. The whole affair is presided over by Craig Stadler (to the uninitiated, a moderately successful American pro-golfer of the Eighties). He's hefty, he's got a mustache and he wears suspect clothing. But we trust him with our handicaps and prepare to do battle...

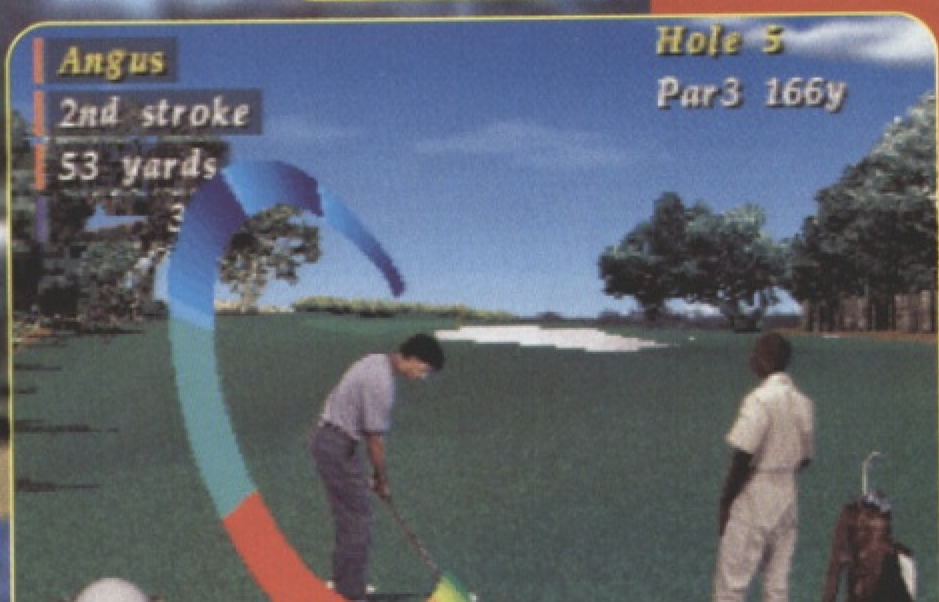


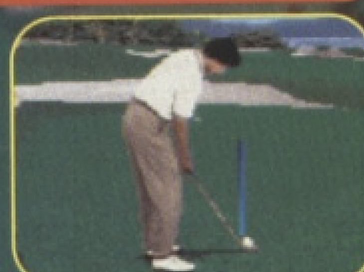
FAMILY ALBUM

The are four fully digitised player sprites, selectable from a sub-menu of 'photographs'. To go with them are four digitised caddies, who do little more than hand you the clubs.





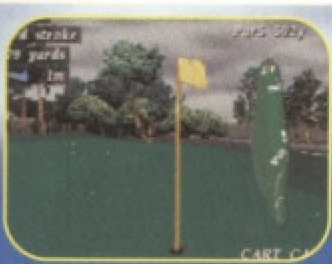




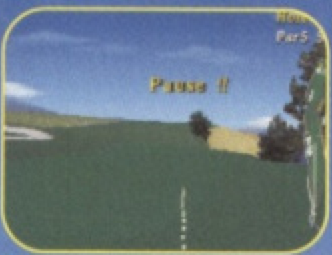


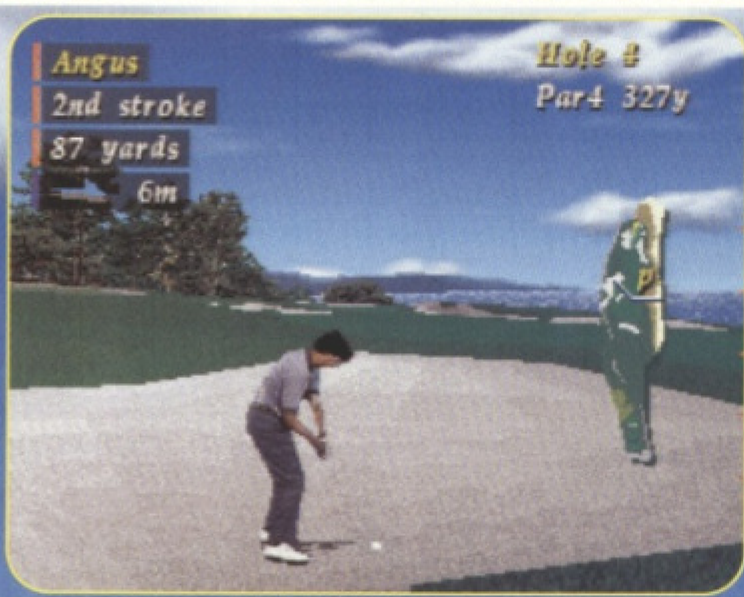






▲ As close as you get before the pin comes out.





SHOT TO PIECES

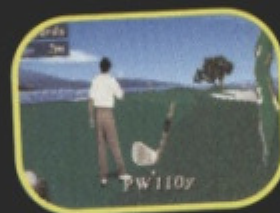
One thing to make clear, all the options and controls of Pebble Beach are in Japanese. We estimate it should take you a few days to be comfortable with the controls. This guide to shots may make things easier:

DIRECTION



You can rotate your stance through 360 degrees. Wind direction is marked on the ring also.

CLUB SELECTION



Your caddy will hand you any of the clubs you wish. You select your allowance from the player configure menu before the game. Change club by moving left/right.

STANCE



This is a way of putting deliberate draw or fade on the ball. Left and right alters your positioning.

SWING



This rather natty diagram is used as a swing-o-meter. The blue surge denotes increasing power. After you have stopped it increasing, it accelerates back to the bottom. Stop it in the red marked zone, or see your ball hooked or sliced.

HELP!



If you're doubtful of the controls, watch the animated tutorial, selected from the in-game options menu.

OFF-COURSE GOINGS ON

A significant array of pretty incomprehensible options present themselves on various sub-screens. Getting the most out of Pebble Beach means exploring these. The first set allows you to register players. Names are entered, and clubs selected for the bag. From then on, all manner of statistics about your performance will be recorded in the Saturn battery RAM. There are separate records for the course, including a 'miracle holes' hall of fame. During the game you can bring up your previous shot, an if it so pleases you save it permanently as a replay. A library of up to 10 replays is kept.



COMMENT

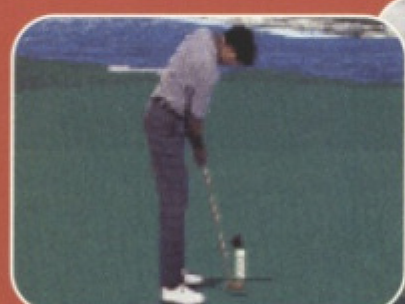


STEVE

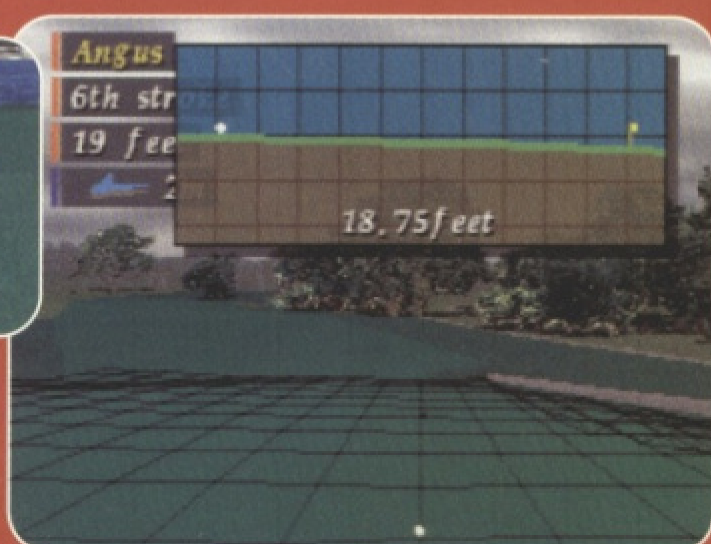
Craig Stadler may indeed look like a cross between Howard Keel and a Walrus, but his Saturn game is well worth a look. Obviously, a golf game is never destined to blow our minds, but T&E have made the most of the Saturn's processing power to create one of the most rounded sims to date. The basic game itself is very well presented and easy to get to grips with, but extra ideas such as the ball-cam and the wealth of in-game options put this in the same league as EA's 16bit PGA series. Obviously, Pebble Beach is destined to be overshadowed by the likes of Dayona and Panzer Dragoon, but every machine should have a decent golf game, and this proves the Saturn has well and truly arrived.

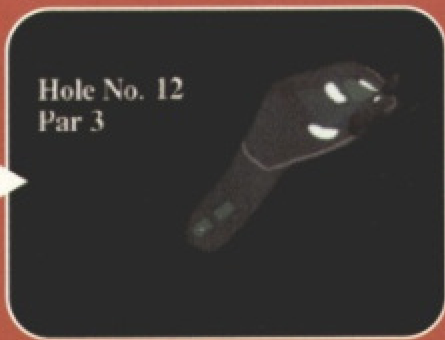
GREEN GAUGE

The art of putting is further refined in Pebble Beach with two indicators. The first is a grid overlay showing the contours of the green. The second, and new feature, shows the elevation to the hole.



▲ Deep concentration as I take this one...

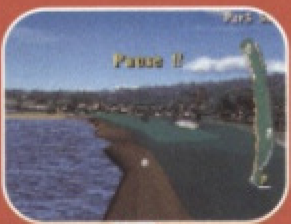


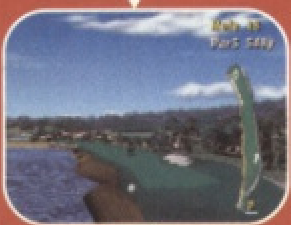
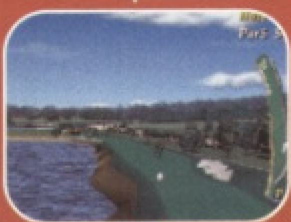
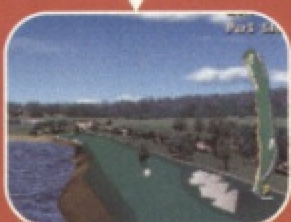





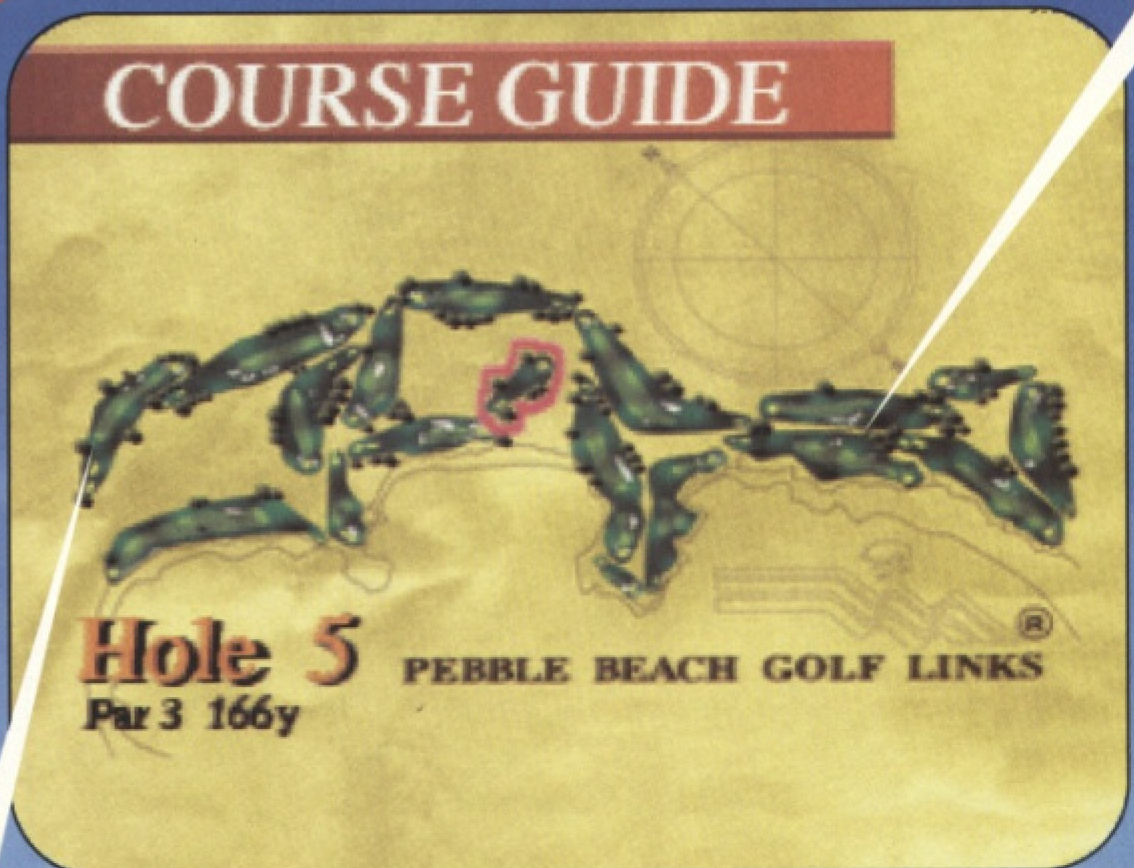


▲ *The course map melts into an animated render of each hole*



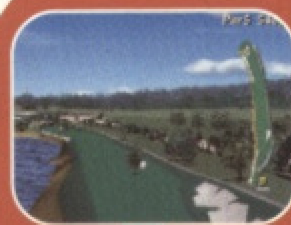
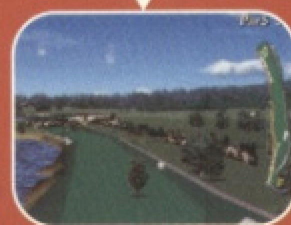
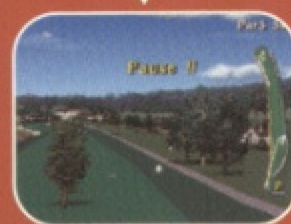




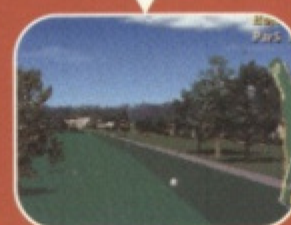
▲ *After driving at the 18th, the ball achieves height.*



THE BACK OF YOUR HAND

You may have never flown the atlantic, but soon you will know Pebble Beach like it was your own backyard. Each hole's play is preceded by a two-stage briefing: first a computer generated countered rendering of the hole, then a digital video sequence with commentary on points of play by Stadler. Unfortunately, he's been dubbed in Japanese, so these handy hints will remain a mystery. The in-game options allow you to use a 'cartcam' allowing you to zoom the length of the hole and rotate the view freely. You can even elevate your viewing position high above your ball.

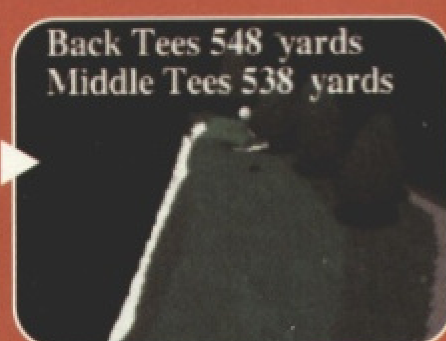






▲ *Heading a little too much to the right.*







I FEEL THE EARTH MOVE

Pebble Beach has a ball-cam option included, which should prove pretty popular. It lets you follow the flight path of your shot, giving an aerial view of the fairway. Acceptable smoothness of movement is achieved by simplyfying the course graphics — textures are removed from polygon surfaces, and some polygons are removed. Despite this it's a pleasant feature, which doesn't slow the game down at all.







COMMENT



Although no one is expecting golf to be radically superior on the Saturn , Pebble Beach is a pretty competent simulation in its own right. Yes, it looks lavish. The animated golfers are superb, and the course graphics are as lush and detailed as any others seen previously. Plus the ball cam feature works quite well, although I'm sure smoother attempts at that will follow. In addition to all of that, Pebble Beach offers valuable options that armchair golfers will appreciate, all of them beautifully presented: Saved golfers and course records, the replays. And the control and gameplay is well though out. Few golf games incorporate backspin and controllable elevation. The only setback is being limited to a single course. We've all become used to multiple course games, and 18 holes just isn't enough. But exploring those will be a golfer's pleasure for quite some time.

GRAPHICS

91

▲A clever mix of textured polygons and sprites, good golfer animation and an impressive ball-cam.
▼Some jerkiness in the digital video, and pixelated scenery features.

SOUND

58

▼Weakest area of the package by far. Music to shoplift to and annoying FX. Only the applause is acceptable.

PLAYABILITY

90

▲A well-balanced control system, with opportunity for advanced play. The menus are easy to access and fast. There's lots of game variations.

LASTABILITY

84

▲ Pebble Beach has a good variety of holes and some interesting golfing challenges. The records feature adds to longevity.
▼The main drawback is the limit to 18 holes.

VFM

71

▼The £90 we paid on import is just too much for a game of this type, despite it being the only choice so far.

OVERALL

88

A very good golf game that impresses in most areas apart from size. The best sports game on Saturn at present.

CADDYSHACK

The game supports up to four players, who can play a variety of match types including a prize or 'Skins' game. A comprehensive scorecard follows your progress to the 19th hole.



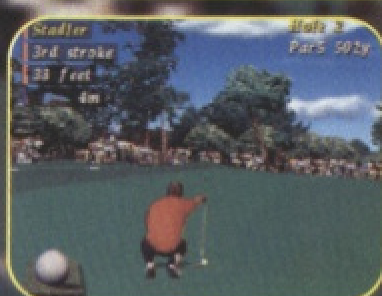
Pebble Beach Golf Links　ストロークプレイ

HOLE	1	2	3	4	5	6	7	8	9	OUT
BACK	373	502	388	327	166	516	107	431	464	3274
HANDICAP	8	10	12	16	14	2	18	6	4	
PAR	4	5	4	4	3	5	3	4	4	36
Angus	52	62	93	41	41	62	30			3711
Steve	143	72	41	41	52	41	20			4010

10	11	12	13	14	15	16	17	18	IN	TOTAL	HDCP	NET
426	384	202	392	565	397	402	209	548	3525	6799		
7	5	17	9	1	13	11	15	3				
4	4	3	4	5	4	4	3	5	36	72		
										3711	36	
										4010	36	

▲ *Gus is winning, but then his father was captian of Renfre, so it's only to be expeted.*







BC RACERS

1-2 PLAYERS | **24 MEG**

GAME TYPE
BEAT EM UP

PRICE	£59.95
BY	CORE DESIGN
RELEASE	MAY

OPTIONS
CONTROL: JOY PAD
CONTINUES: N\A
SKILL LEVELS: 4
RESPONSIVENESS: GOOD
GAME DIFFICULTY: FLIPPING HARD

1ST DAY SCORE
Win first three races.

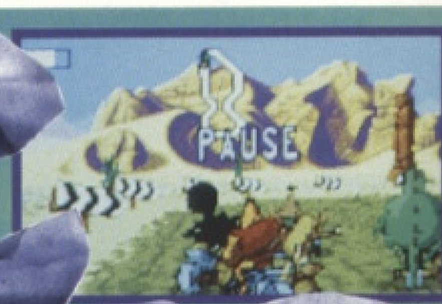
ORIGIN
32bit update of the Mega-CD title of the same name. Actually a conversion of the (different) PC version.

GAME BREAKDOWN



GAME AIM
Finish a large number of races in high positions.





BC RACERS

There is a sociological theory which states that mankind is the dominant species on planet Earth not because of its superior adaptability but thanks to its innate (and enormous) capacity for competition. Cha cha cha. Obviously there must be some seed of truth in these musings, as Core have come along with the game to prove it.

BC Racers' torch-like glare blasts the shadow of evolutionary doubt from the conception of fracasian transcendation, featuring as it does prehistoric humans racing motorbikes. But – and this is a big but – not just against each other, but also against dinosaurs, which as we all know are now extinct. And we aren't. So that proves it. I mean, perhaps if we hadn't been so handy with the old two-wheelers these days we'd be nothing but coal. Blimey, makes you think, doesn't it? Anyway, that isn't important right now. BC Racers is basically a behind-the-bike view scoot of three laps around a variety of suitably ancient terrains, from caves to jungles through swamps and stone villages. There are eight different courses for each of the four skill levels, and you're required to finish fifth or above to move on to the next race. To do this requires all your skill, cunning and knowledge of short cuts. And of ourse, primeval evolutionary instinct.

BLIMEY - TWO PLAYERS

BC Racers on 32X is certainly different from the Mega-CD version. The biggest difference is the addition of a proper split-screen two-player head-to-head challenge which moves at full speed. It must be remarked that the sort of sprite-handling this exhibits, on a full-screen playing field, makes Doom look a little bit silly.

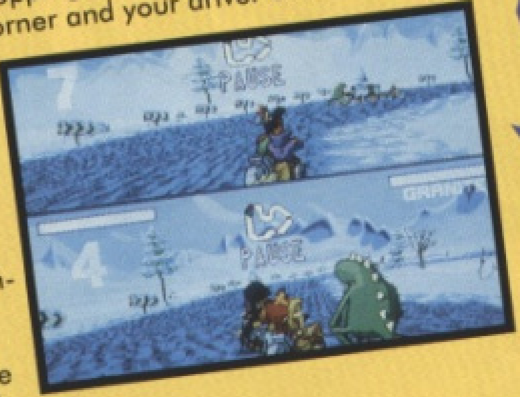




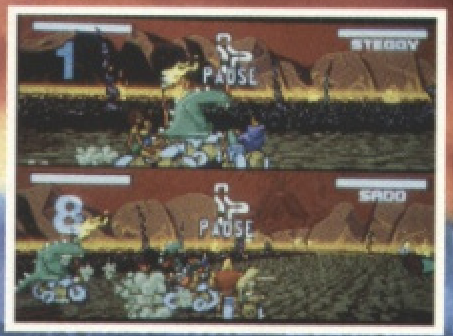


THIS BLINKING TOOL

Unlike most racing games, BC Racers doesn't have a brake control (not even on a 6-button pad). This doesn't mean your vehicle is devoid of motion-stopping appendages, however. Indeed, pull back as you turn a corner and your driver executes a rather nifty tight handbrake turn. This is fine on dry courses, but it's to be used sparingly in icy conditions (or if you've got your racing line wrong) lest ye end up spinning around uncontrollably. This often results in the shame-faced player facing the wrong way at the end of a twizzle.







COMMENT



RAD

I must admit to having some reservations about this title. Will it be sufficiently different from the Mega-CD version to warrant the price tag? Will it have a tiny little Doom-esque play window? Well yes and no, in that order. The full-screen speedo scrolling is impressive, especially with the amount of stuff on-screen, and the two-player mode adds an awful lot of longevity – even though the main game is somewhat on the tough side. It might not have quite the appeal of Virtua Racing, but it's got a lot more tracks, a lot lot more extras and it's a vast huge quantity of lots better than the awful Motocross. Certainly worth a look.

GEORGE & MILDRED-MOBILE

Each bike in BC Racers is equipped with a sidecar containing one passenger. Unlike modern sidecar racing where the passenger merely hangs on for dear life and looks scared, ancient-model sidecar types had more creative input into the race. To whit, each one is equipped with a club, the bashing of other riders for the usage of. Smash them enough times and their poor little stone three-wheeler breaks down and your foes are forced to retire from the race (although they can still bash you back from their stationary positions in the middle of the course).





COMMENT



PAUL

The difficulty facing BC Racers on 32X that didn't worry the Mega-CD version is the recent launch of the acclaimed Street Racer. However, it's safe to say that the two games have little in common. Street Racer is definitely Mario Kart inspired, whereas BC Racers seems to take its cues more from Virtua Racing. Except it's got a decent number of tracks, and is considerably harder than the Sega game. Anyway, if you're into racing, have refrained from buying the awful Motocross, and think you could stand another drivng game, this is a good bet.

GRAPHICS — 91

▲Colourful graphics, and really rather lovely smooth scrolling make this a highly attractive game. In fact, I want to go out with it.

SOUND — 88

▲A number of suitable soundtracks and some fantastic samples (especially when you run ove a spectator).
▼The tunes might get on your tits after a while.

PLAYABILITY — 89

▲It's fast moving, and the intuitive controls make it very easy to get the hang of.

LASTABILITY — 92

▲Loads and loads of tracks, and the difficulty level soon gets very hard indeed. The two-player modes (in the plural) add considerably to this.

VFM — 86

▲Lots of game for your dosh.
▼Like most 32X titles, it's rather on the pricey side.

OVERALL — 85

A fine piece of game which racing fans would do well to investigate. Those with the Mega-CD version had better make sure they've got a friend to play it with to get the most out of it, however.



1-8 PLAYERS

4 MEG

GAME TYPE
RACING

PRICE £29.99

BY CODEMASTERS

RELEASE APRIL

OPTIONS
CONTROL: JOY PAD
CONTINUES: THREE
SKILL LEVELS: CHARACTER-BASED
RESPONSIVENESS: SMART
GAME DIFFICULTY: AVE

1ST DAY SCORE
Reach the tenth circuit.

ORIGIN
The sequel to one of the best-selling Megadrive games of all time — and better in every respect.

GAME BREAKDOWN



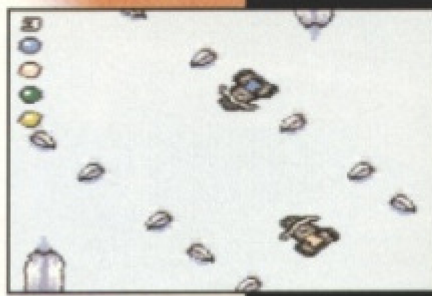
GAME AIM
Race either your mates or computer-controlled opponents across a series of housebound locations in your inch-long vehicles.

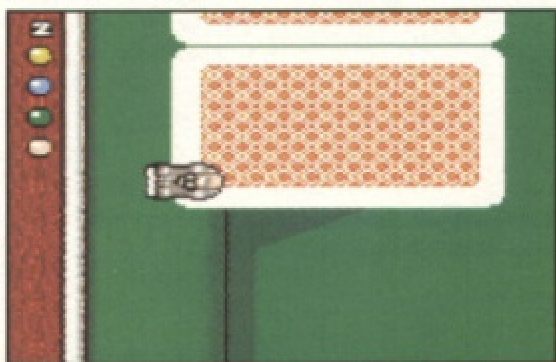


In this modern age, it seems small is beautiful. When the first Walkmans came out, they were only portable if you had a rucksack, but now some are smaller than the tapes they play. Similarly, CD players are minute compared to the house bricks they used to be. In keeping with this theme, Codemasters have gone one step further by shrinking the already tiny Micro Machines vehicles.

After the success of Megadrive Micro Machines II, this is the inevitable Game Gear version which promises most of the 16bit game's courses, and a four-player mode! The basic aim of getting to the finishing line of the oddball courses remains the same, and the only real difference is that this handheld game sports slightly less tracks and vehicles.















▲ *"Rubber Duck, this is Plastic Mallard, we've got what I believe is called a convoy. Er... Ten-Four. Er... Good Buddy.*

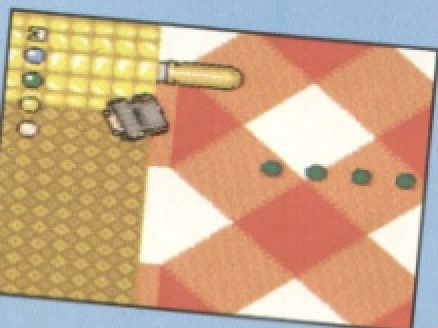
TWO ON ONE ACTION

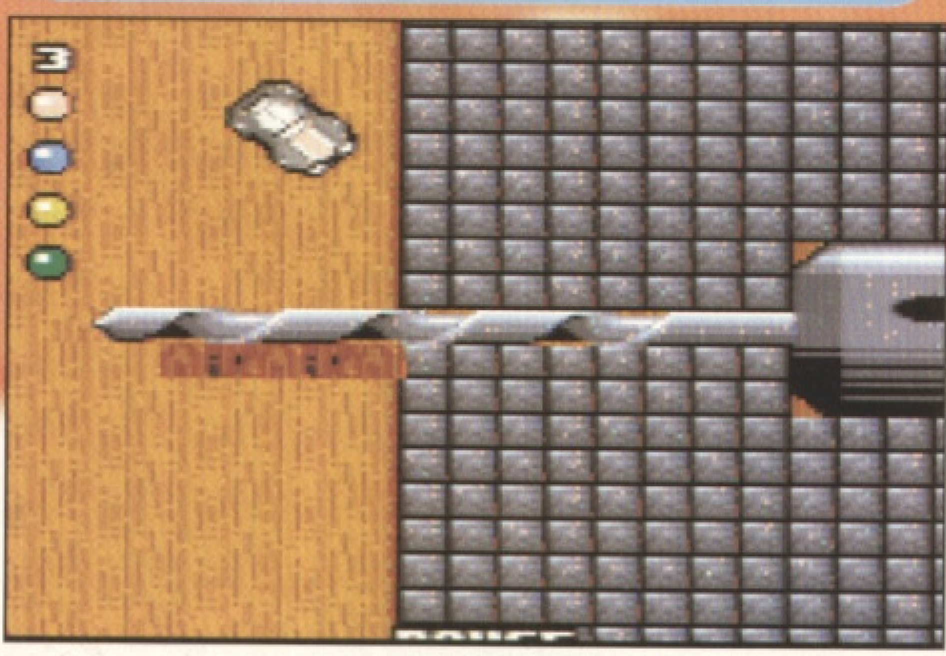
Expanding upon the two-player idea used in the Game Gear version the first Micro Machines and then Pete Sampras, a link cable and two people crammed around a pair of Game Gears allows four people to race against each other. Not content with cramming four people around the little machines, though, the Codies have also made provision for an eight-player mode whereupon the players race around the tracks in groups of four, with the best track times recorded for the next group to beat in a knock-out tournament.



GOT A COB ON

Game Gear Micro II is remarkably faithful to the Megadrive game, and boasts twelve different vehicles, and thirty-eight courses, with old faithfuls such as the kitchen table and the loo seat returning. Most of the hazards of the 16bit game have survived, too, with the knot holes in the tree house every bit as troublesome, and the rotating corn cobs even harder to traverse if anything.





COMMENT



STEVE

Whilst Code masters' original conversion of the first Micro Machines was good, this sequel is even better. The cream of the 16bit game's tracks have been crammed into 4MEG, with the knot holes and drills looking every bit as good on the Game Gear as they did before. I've always said that Micro Machines is the perfect game for a handheld, but this sequel is even better than the first and consequently comes highly recommended. Codemasters have gone to great lengths to cram as much into this cart — even down to two to four-player modes — and it really shows. The Game Gear has hit a high of quality software of late, but Micro II can safely nestle up with the best.

COMMENT



GUS

The Game Gear's seemingly endless flow of quality games continues apace, as the Codies unveil a simply stunning handheld version of Micro Machines II. I am really surprised how close this is to the Megadrive version, and all the little obstacles and vehicles that made the 16bit game so cool have been recreated perfectly for the small screen. What's more, as well as featuring superb playability, Codemasters have also managed to cram in a linked four-player mode, and the option for eight players to compete! This is a stunning cart, and has a real claim as a Game Gear classic.

GRAPHICS — 92

▲ Remarkably close to those of the Megadrive game, and full of varied obstacles and detailed tracks.
▼ The Game Gear's screen update often makes things a bit muddy.

SOUND — 78

▲ Little ditties and revving engines. Standard fare, but well implemented.

PLAYABILITY — 94

▲ The courses are devious, the computer-controlled players better than those of the Megadrive game, and the two-player mode is brilliant.

LASTABILITY — 93

▲ Thirty-eight courses, tough opponents, and up to eight players can join in. What more do you want? Blood?

VFM — 90

▲ Thirty quid to you, sire. Very reasonable.

OVERALL — 93

Another corking Game Gear title. Codemasters have come up trumps with a stunning conversion which is every bit as playable as the Megadrive classic.



1-2 PLAYERS

16 MEG

GAME TYPE
PLATFORM

PRICE TBA

BY SEGA

RELEASE APRIL

OPTIONS
CONTROL: JOYPAD
CONTINUES: NONE
SKILL LEVELS: 1
RESPONSIVENESS: X-CELLENT
GAME DIFFICULTY:
HARD

1ST DAY SCORE
N/A

ORIGIN
Sega's second X-Men adventure, but with more characters and a whole new game engine.

GAME BREAKDOWN



GAME AIM
Defeat Phalanx and its plan to flood the free world with an army of clone warriors.

The internet terminal at X-HQ clicks into life with a message of global importance. Intelligence reports from X-Men agents suggest that Phalanx, an agency dedicated to the overthrow of world freedom has constructed a plant from which to manufacture and distribute clone warriors. The world's major capitals are targeted. Only the Professor's band of good-spirited mutants can rise to the threat in time.

This may be only the tip of the iceberg with regard to Phalanx's activities. Other units of the organisation are known to be heading for Magneto's orbiting base. Six agents are available for immediate countermeasures against one of their most serious challenges.





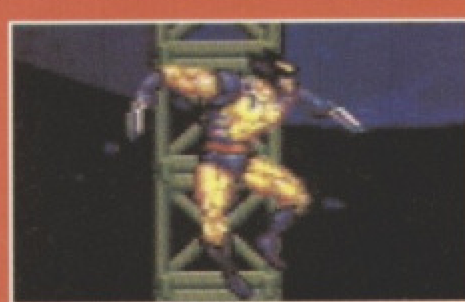


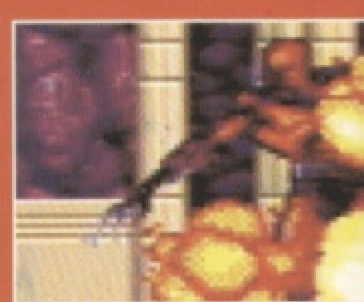




HANGING TOUGH

Some of the characters are able to cling to, jump off or even scale the walls and ceilings. This is of great use when some of the scant health power-ups are suspended out of normal reach. Clinging to the rafters has other uses including bypassing mines, keeping out of firing range and diving onto enemies.







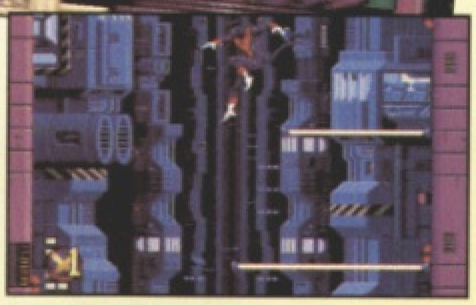
DOUBLE X

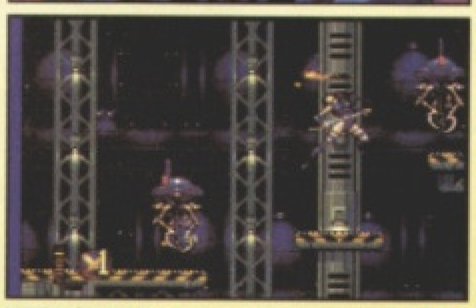
Somewhat unusual for this type of game, a dual-player mode has been included. Both players share the screen, and both have to move to make progress. In action, the mode presents a few problems with so much going on at one time, and the size of the sprites reduces the size of the play area.













EXCESSIVE FORCE

The six X-Men under your control cover all kinds of attack techniques. Commonly, they have two separate methods of attack, and one of these is enhanced when they are at their fullest energy. Some characters have a powering-up attack which charges as you wait. You are able to change characters each time you die or complete a stage.

BEAST



A huge creature who relies on the brute force of his powerful arms, but remains remarkably agile. He can cling to walls, but his shockwave attack is pretty useless unless at full power.

CYCLOPS



One of the coolest X-Men, he has the unique power of searing laser vision, which lies behind his ruby visor. This allows him to blast most things from a safe distance, but he has ninja-style kicks too.

GAMBIT



The curse of Fred Dineage surrounds this flamboyant character and his psychically charged playing cards. Following the teaching of Roosevelt (or was it Churchill) he walks softly and carries a big stick.

NIGHTCRAWLER



A monkey-like character whose agility is his greatest asset, plus an exploding teleport that takes some practice to use effectively.

PSYLOCKE



The 'fairer sex' gets a look-in with Psylocke and her battery of mental powers. She literally shocks foes with her thoughts, and handles a staff more competently than Gambit.

WOLVERINE



The most famous and here the most ferocious character on offer. Still in possession of his adamantium claws, his swipe has various levels of power, and a variety of daring athletic moves make him top dog.

COMMENT



GUS

Clone Wars has a Soviet-style no frills approach to its subject matter. The lack of options, the merciless plunging into the action make it seem like pretty grim stuff to start with. It's also fiendishly difficult, with no continues and precious few health power-ups. Being overwhelmed suddenly after making good and careful progress is disheartening. It soon becomes apparent that certain characters are useless for certain areas. But that is part of the strategic element the game has in its favour. Also to be admired are the fabulous X-men sprites. The powers are displayed imaginatively, and the body animation positively ripples on beefy representations of Cyclops and Wolverine. Pound for pound, this is a lot like Acclaim's Wolverine, but more impressive in terms of graphics and sound. The added bonus is the range of characters you get to control. However, despite being an enjoyable and well crafted game, it may be a bit austere for gamers lacking in the X-men's indomitable spirit.



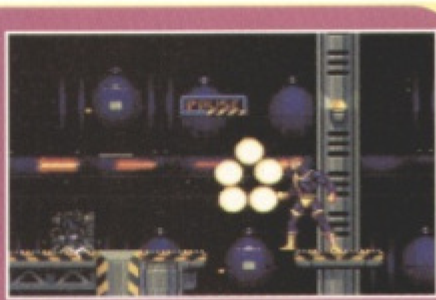
▲ *Wolverine demonstrates practical uses for strong nails.*



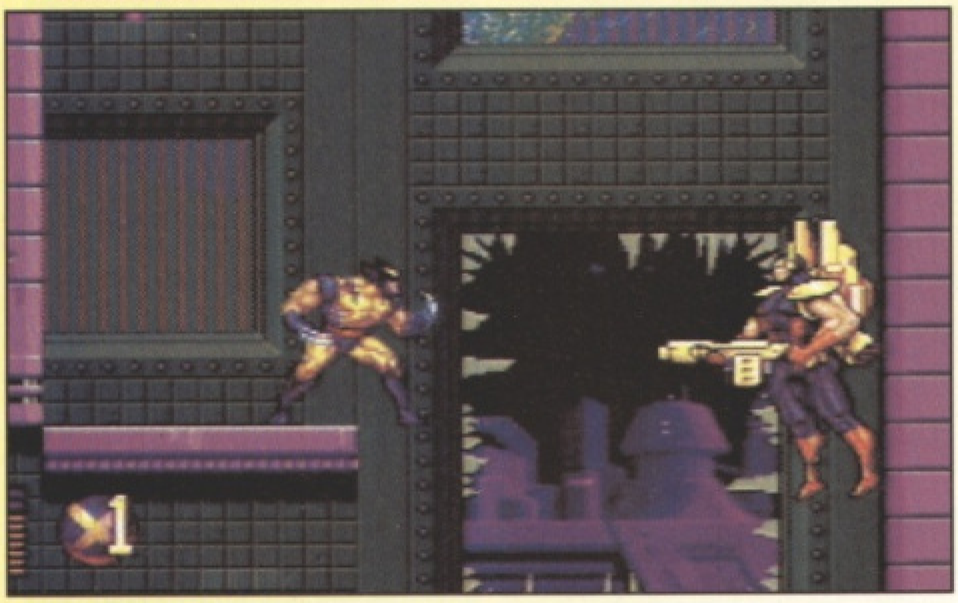
▲ *Sinister cyborgs inc.*

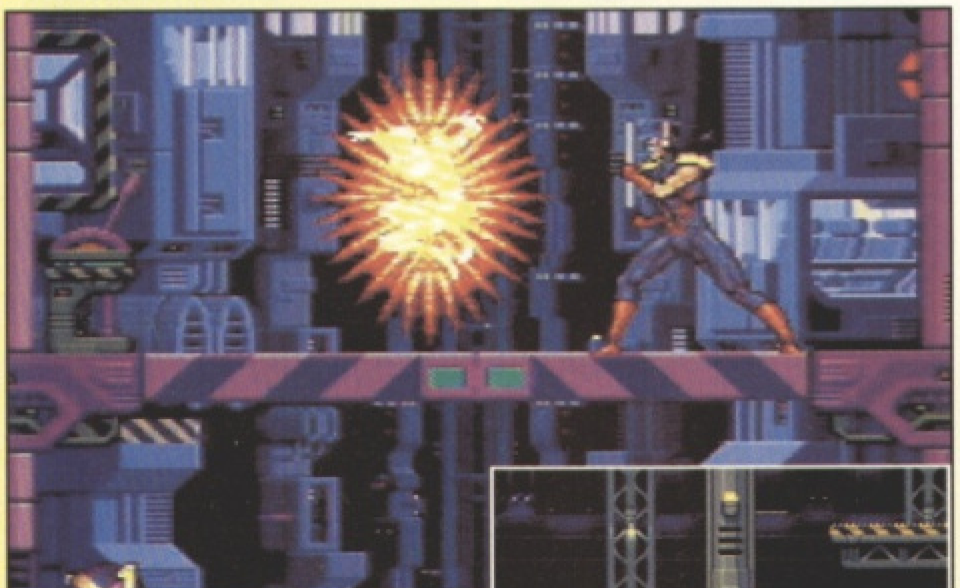
ENTRY CODE

Each level has a set theme and specific enemies. In the first area, the clone factory must be destroyed by smashing a series of terminals. These open sealed doors, but wrecking the terminals unleashes deadly sparks. After destroying the central reactor, you have to flee the labyrinthine complex within the countdown. In another area you are falling freely down a shaft sealed into units by blast doors.









Nightcrawler does a Fay Presto on the guards.





Gambit tanked up.

TOPSY TURVY

Strangely, X-Men 2 starts completely unannounced when you turn the machine on. A playable introductory level plays out in Siberia, with a neat blizzard effect. The title screen comes after its completion, but the game has absolutely no options.

COMMENT



STEVE

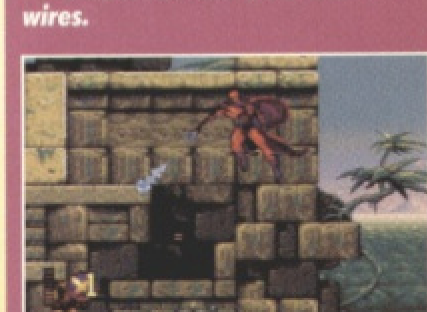
The first thing that appealed to me about X-Men II was that it captured the feel of the comic books and cartoon series perfectly. Everything in the game will be recognisable to die-hard fans with Sentinels towering in the background, and each of the characters using their special capabilities to the full. The game itself is also very tidy, with large sprawling levels containing a wealth of baddies and power-ups. Progress is often a little frustrating as the enemy sprites are plentiful, but completion of a level proves very rewarding. Sega have come up trumps with this one, and at long last X-Men fans can buy a cart which truly does justice to Marvel's heroes.

STRANGE ATTRACTIONS

One of the X-Men's legendary enemies, Magneto, can actually be enlisted to your cause. Although Magneto has been a bane in the past -he ripped out Wolverine's Adamantium skeleton, he unites against the common enemy.



Look, ladies and gentlemen no wires.



Once again, I defy gravity without the aid of hidden support.

GRAPHICS

89

▲ Fantastic sprites — the best X-men figures to appear in a game so far. Backgrounds are closely detailed for the most part.

SOUND

86

▲ Strange metallic tunes and fittingly hard FX. Good and frequent use of stereo.
▼ Lack of sound test or on/off for music or FX.

PLAYABILITY

88

▲ Tense and testing throughout. A good translation of the comic's aspects.
▼ Basic game design in places, and flawed dual player mode.

LASTABILITY

82

▲ Unforgiving on the continue front, and some strategic insight is needed to pass the toughest sections.
▼ Once levels are deconstructed, they pose less of a problem.

VFM

81

▲ Far superior to the original X-men.
▼ Clone Wars is an addition to a well-aired genre.

OVERALL

87

X-men 2 captures the spirit and look of the comics better than any previous Marvel license, but plays rather mechanically and linearly in parts.



1-4 PLAYERS | **16 MEG**

GAME TYPE
RACING

PRICE £44.99

BY UBI SOFT

RELEASE MARCH

OPTIONS
CONTROL: JOY PAD
CONTINUES: N\A
SKILL LEVELS: 4
RESPONSIVENESS:GOOD
GAME DIFFICULTY: VARIABLE

1ST DAY SCORE
456785789

ORIGIN
And Lo! Super NES owners were blessed with Mario Kart! Has the Megadrive's turn come?...

GAME BREAKDOWN



GAME AIM
Drive as fast as you can around a selection of tracks whilst attempting to punch your adversaries.

STREET RACER

▼ *Games action ahoy in this action packed screen*











And they're off! Street Racer has been revving up on the MEAN MACHINES starting grid for a couple of months, and at last, the prospect of a contender for the Mario Kart for the Megadrive has arrived. Featuring a massive 24 themed tracks and eight wild 'n' whacky characters to choose from, not to mention two bonus games, the pace is promising to heat up.

Join us as we take to the wheel and size up the young pretender for the Megadrive all-time greatest racer cup. Will Street Racer live up to expectations, or will it hit the skids before the first bend? Read on, and find out.



This antipodean adventuress has customised her Baja bug to cope with the slipping sands of her native dunes. Watch out for that Beach Towel Flick attack.



Coming from the future, you'd expect Sumo to have some kind of hover car, instead he opts for a tank and uses shock tactics on the other players. Slow to get moving, but with a substantial top speed.



The magician of the bunch, our Hodja drives a magic carpet on wheels. His Rubber Ottaman Dagger Swipe should take care of interference from opposition.



The token thug, Biff prefers matter over mind. His only friend is the trusty baseball bat he carries at all times, and his home turf is a monster truck stadium with sliding potential galore.

YOU'VE BEEN RUMBLED

If you've been keeping up with the Street Racer exploits over the past couple of months you'll realise there's more to the game than first meets the eye. Not only is this a racer with numerous play modes, but a bizarre soccer clone and a battle mode game have been included. Time to investigate further…

RUMBLE



Getting narked off with the other drivers overtaking, voicing their gripes, and taking swipes at your car? Then why not pay a visit to the Rumble zone? A perfect circle, the track is fenced in by a barrier that disintegrates after receiving blows from the cars. Being a right royal rumble, the aim of the game is to unceremoniously dispose of the other characters by pushing them off the edge, and into oblivion.

SOCCER



Surprisingly enough playing football with a cart is harder than it looks. In the Soccer mode it's a case of looking after number one, as all goals are individual — the winner being the highest scorer within the time limit. There's a choice of three playing surfaces — outdoor on grass, indoor on a court, and even on an ice rink! Naturally each surface dictates the movement and control of the cars.

WHACKY RACERS

In total, a collection of eight guys and gals have entered the Street Racer tournament. As you'd expect from any quality racer, their attributes vary to make the competition evenly matched. Shall we introduce ourselves?



The Italian Stallion of the racecourse, Raph enjoys nothing more than parading his sports car around the twists and turns of the mountain roads. Good on acceleration, but down on handling and brakes. A pretty good all-rounder.



The most serious member of the racer community, Helmut has opted for a mixture between a World War One triplane and classic Mercedes racing car. Hacks at the other drivers with his Spinning Side Saws.



Africa's foremost racer, Suzulu has dedicated his vehicle to corner-hugging supremacy. Unfortunately at the price of handling, the car has lost outer body strength. Rhino charges are his speciality.



Originating from Transylvania, Frank's special attacks consist of a Screaming Banshee and Batmobile charge. His overgrown home graveyard is the scene for thrills, spills, and spooks.

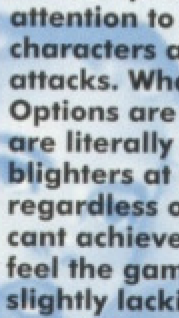
COMMENT



PAUL

Street Racer is undeniably a remarkable achievement on the Megadrive. I was gobsmacked by the pace at which the tracks move — coming a respectable second to the Super NES' Mode 7 powers — and even more impressed by the attention to detail for the characters and their attacks. What's more the Options are to die for, there are literally stacks of the blighters at every turn. But regardless of these significant achievements, I did feel the gameplay was slightly lacking. The extent to which you can stray from the track is alarming — especially on Surf's level where you don't even fall into the sea — and the football game borders on the uncontrollable, mainly due to the ball always being behind you. Nevertheless Street Racer is about as good as it gets and is definitely worth considering.

COMMENT



GUS

We've been following this one from the start, and it's good to see Vivid Image re-writing the rule book on the Megadrive. What's more, there's just so much to this game — an incredible amount of customisation, and flawless presentation. To balance all this, getting to grips with Street Racer does take some time. Also, it can't be disputed that the game is at its best with two or more players. So get your mates and a four-tap together and I guarantee Street Racer will live up to your expectations..

GRAPHICS — 91

▲A fantastic achievement considering the Megadrive's low specs.

SOUND — 79

▼Not a great deal of atmosphere, the screeches and whines sound dreadful, and the music isn't really up to much.

PLAYABILITY — 86

▲A good racer, and an extreme laugh in four-player mode.
▼Not a great deal of atmosphere, the screeches and whines sound dreadful, and the

LASTABILITY — 87

▲Fun 'four' all the family with the split screen. Nice novelty games of Soccer and Rumble.

VFM — 88

▲You certainly get your money's worth with the numerous racing options, let alone the footie and battle mode.

OVERALL — 88

he closest you'll get to Mario Kart on the Megadrive, but somewhat let down by its unimmediate challenge and slightly blunt control system.

1 PLAYERS	16 MEG

GAME TYPE
PLATFORM

PRICE	£44.95
BY	OCEAN
RELEASE	APRIL

OPTIONS
CONTROL: JOY PAD
CONTINUES: PASSWORD
SKILL LEVELS: 3
RESPONSIVENESS: TROIS
GAME DIFFICULTY: AVE

1ST DAY SCORE
Reach second world.

ORIGIN
Life's funny. It takes ages for Mr Nutz to make it from the Super NES, then the sequel follows almost immediately. Tsk.

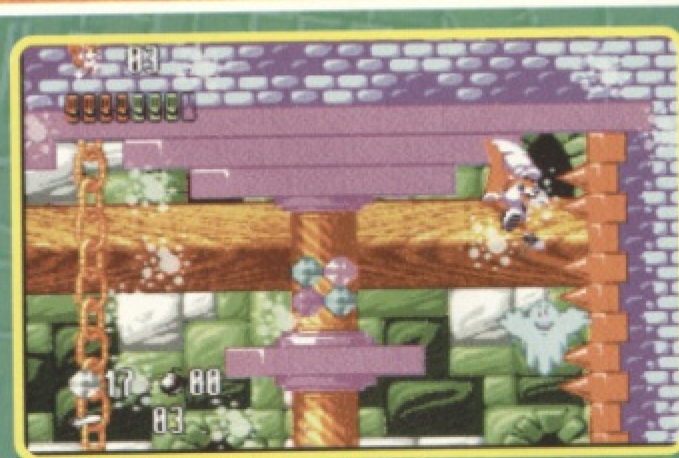
GAME BREAKDOWN



GAME AIM
Defeat the evil chickens. Yes chickens. Jump on them or use whatever means necessary. It's up to you.

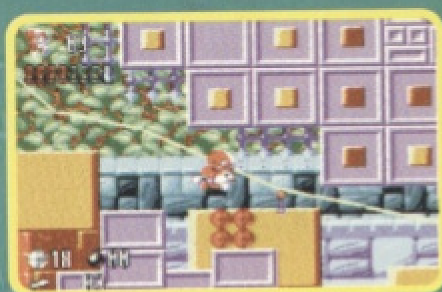
In the history of video games, people of all planets have been menaced by a wide assortment of invaders. Elite's Thargoids came and went, Konami's Zombie hordes have been put to rest for good, and the Galaxian, Gorf and Phoenix warriors now spend the rest of their lives dribbling into luke-warm soup in the 'Ganymede Space Retirement Home For The Mentally Wandering.'

Yet, far from inventing a new alien race to put against their tail-swinging hero, Mr Nutz, Ocean really take the biscuit by pitting him against chickens. Obviously, a group of sad programmers thought it would be funny (during a mammoth game of D&D or whilst sharing a pizza, no doubt), and concocted a scenario where the said 'chooks' become addicted to caffeine and attack worlds in their search for fresh supplies. And no doubt it was based on an episode of Deep Space Nine they were, watching too. Sad gits.



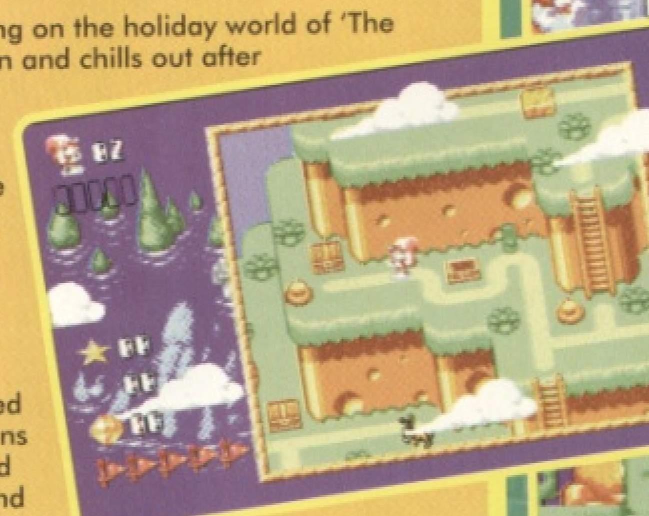


▲ *Mutant fiends ransacking the good ship Binatone (not pictured).*



FOWL PLAY

Nutz II begins with our bushy-tailed hero relaxing on the holiday world of 'The Peanut Planet.' However, as he soaks up the sun and chills out after his escapades in the first game, his solitude is smashed as the aforementioned chicken invaders attack. Needless to say, Nutz comes over all heroic and feels the need to explore the planet's five main land masses in an attempt to thwart their 'fowl' plans. His mission begins within the wooded glade where he was resting, and the player is given an overview of the area via a scrolling map. Controlling a little Nutz sprite, the player guides him along the paths, picking up objects such as bombs which are used to blow up obstructions on the map. The chickens have invaded set areas of the map, though, and entering a typically Nutz-style platform stage and jumping on them is the only way to get rid of them.

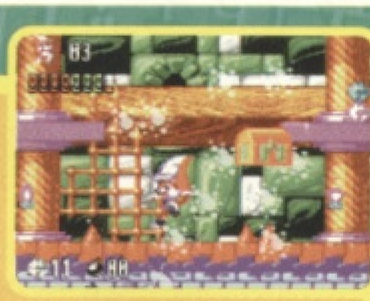








PECKING ORDER



In order to improve upon the original, a sequel normally retains the basic gameplay ideas but expands upon them with the addition of more power-ups and longer levels. Nutz II sticks to these rules rigidly, and in addition to his old bum-bouncing skills, a cold collection of glittering power-ups await him as he scours the eight-way-scrolling play area. These include swimming goggles for unexpected trips beneath the sea, the ability to turn into a bolt of lightning, and a feather which endows him with the power to fly. Similarly, all the usual 1-Ups and temporary invincibility devices are present — although there don't seem to be any acorns to lob this time!





▼ *The globe fish aren't known for their intelligence.*





FINGER LICKIN' GOOD

The Peanut Planet is split into five chicken-infested areas, each of which must be cleared before the next is unveiled. Starting in Nature World where deadly plants line the route, Nutz eventually moves underground, into the sea and on to a world based on the age-old Inca designs. The basic running And jumping formula remains the same throughout the game, with the many hidden objects secreted within bushes and totems scattered across the levels. Having accessed the platform stages from the main map, they are split into two types of zone. The first contains a set number of chickens for Nutz to knock off, whilst others can only be entered when the peripheral stages have been completed.



▲ I hope this is a break in the action. Either that or it's a crap screenshot.

COMMENT

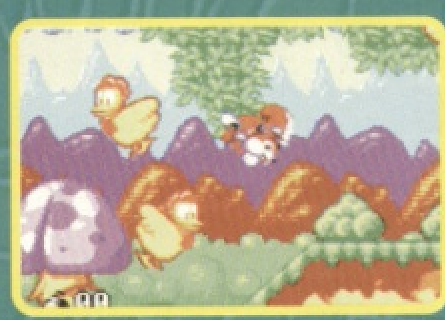


STEVE

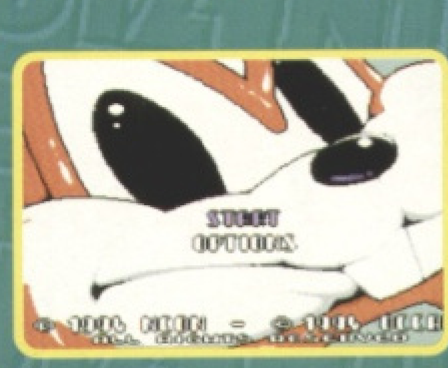
Mere weeks after Mr Nutz has made it into the shops, Ocean are wheeling out a new, improved sequel. However, whilst there is no doubt Nutz II is far larger and varied than its predecessor, I find myself preferring the original! Whilst the addition of power-ups which let the squirrel fly and swim are familiar but welcome ideas, they somehow get in the way of the action a little. Similarly, as Nutz legs it across the play area, it all moves a little too fast for the player to require any real skill and the smaller levels are over before you know it. In expanding upon the original in every way, Ocean have created a game which is more than a match for recently-released platformers such as Ristar. However, the glossy presentation covers a game which basically isn't as enjoyable as the first. Oh, and the map bits are dull, too...



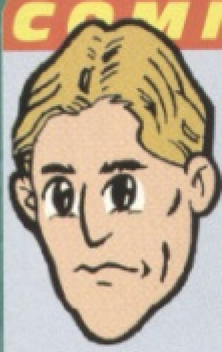




▲ Damn those foul, feathered freaks.



COMMENT



PAUL

While Mr Nutz is quite clearly one of the better candidates for platform fun, I have to agree with Steve when he mentions the slighty thin nature of the gameplay. The graphics are bold, colourful (maybe a little too colourful at times), and nicely pieced together, but with the speed that Nutz acclerates to, the levels can feel very restricting, and that as a player you have to do a lot of back-tracking to really cover the necessary ground. I also felt that controlling Nutz was clumsy at times — especially considering you can't change direction mid-air, as is the case with Knuckles. But I did think the map idea worked well, if at times it took quite a while to get to where you wanted to go. Saying all this, Nutz is well above average when it comes to a platform hunter-gatherer, if only there had been more point to the exercise in the first place.

GRAPHICS 85

▲Better in every respect over those of the original, with more variety in the sprites and background detail Rembrandt would die for.

SOUND 72

▲Pretty inoffensive all round, with adequate tunes and effects.
▼For inoffensive, read 'could do better...'

PLAYABILITY 84

▲The original Nutz was a success due to its simplicity, this expands upon every aspect of the game, but it detracts from the basic playability.

LASTABILITY 84

▲The five stages are large, and the addition of collecting power-ups enhances the game massively.
▼The action is basically the same throughout, and some of the levels are a little short.

VFM 83

▲Pretty average price.
▼Just how many platformers do you own already?

OVERALL 84

Nutz returns in fine fettle. A game which is bigger and better than its predecessor, but perhaps lacking that vital element to make it essential to own.

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1 PLAYERS

4 MEG

GAME TYPE
PLATFORM

PRICE £29.99

BY US GOLD

RELEASE JUNE

OPTIONS
CONTROL: JOY PAD
CONTINUES: UNLIMITED
SKILL LEVELS: ONE
RESPONSIVENESS: FINE
GAME DIFFICULTY: AVE

1ST DAY SCORE
REACH DESSERT DESERT

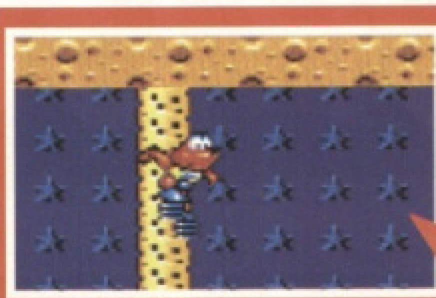
ORIGIN
The third instalment of the ageing Pond series brings more fish gags to the Game Gear.

GAME BREAKDOWN



GAME AIM
Jump across 60 levels as you attempt to bump off Dr Maybe for good. Again.

JAMES POND OPERATION STARFISH









▲ *You'd look surprised too if a clockwork mouse bit you.*



▲ *And on this week's Tomorrow's World...*



The James Pond games feature more bad gags than all the so-called comedies to emerge from Ealing studios in the 50s. However, rather than litter this review with witticisms such as this not being the 'plaice', 'oh for cod's sake' or 'a bream come true.' You know, the kind of thing Roy Walker does when Mr Haddock-Snacks is a contestant on Catchphrase.

Still, Pond is back and this time his arch nemesis, Doctor Maybe, has landed on the moon and is threatening to contaminate the cheese it's made of so we won't be able to enjoy the smelly stuff ever again. With such an obvious catastrophe in the making, Pond zips up to the moon in an attempt to thwart Maybe's plans by legging it across the platform zones it contains and stomping on a few foes. Thus proving it's not just the plot that's cheesy...

MOON BREAMS

The moon has been split into 60 levels, each of which are accessed via a Mario World-style map. Starting at his rocket's landing point, Pond tackles each level in order, with a dotted line to the next appearing when the level has been completed. This line then spreads across the surface of the moon as new areas are unveiled, including Dessert Desert and other cheese-related bases. Despite the variety of baddies and obstacles inhabiting each, the basic aim is the same throughout the game: reach and destroy a mini-reactor at the end of the stage.







COMMENT



Being a weirdo, I thought Megadrive Operation Starfish was a fab platformer, because it employed your brain. Now I find an almost pixel-perfect conversion for the Game Gear. Just How Did They Do That? The graphics are great, with an excellent main sprite and bold yet detailed backgrounds. More levels than you'd reasonably expect and surprises on many.. As Steve says, the game's own high speed is its own downfall in some ways, but this wil remain a recommended buy for months.

COMMENT



STEVE

Whilst the Megadrive version of Operation Starfish was adequate enough, it never really caught my imagination. After all, why pay for an average platformer when Sonic's latest adventure or Castlevania was out? However, despite the Game Gear playing host to more platform games than probably any other machine, Starfish seems mores original than most, with ideas such as Pond running along a ceiling, and impossibly steep inclines never really seen before on the machine. The 60 levels are well designed and offer a long-term challenge, but Starfish is let down by one major fault — and it isn't one regarding the game! When the action speeds up, the game blurs horribly making it hard to land on an enemy or judge how close you are to the edge of a level. Despite this, though, Pond's latest adventure is worth persevering with, and finds itself firmly lodged amidst the top five Game Gear platformers.

GRAPHICS 87

▲Incredibly detailed, most of the 16bit game has been ported.
▼The Game Gear screen blurs where speed is involved.

SOUND 76

▲A burbling intro, and more than adequate sound effects.

PLAYABILITY 86

▲Control of James is responsive and comprehensive.
▼The said screen blur makes some of the baddies hard to see.

LASTABILITY 87

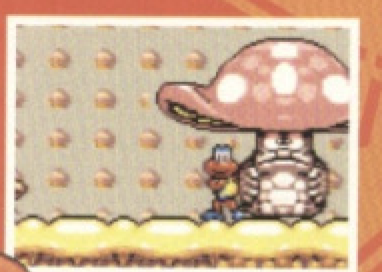
▲60 large levels which start tough, and get rapidly harder. Unbeatable for lasting appeal.
▼The password screen is a little murky because of the Gear's screen.

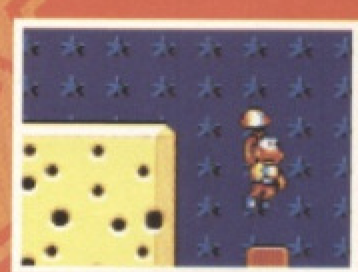
VFM 89

▲You're getting a lot of game for your thirty quid.

OVERALL 88

Better than the Megadrive game! Operation Starfish is a challenging and playable addition to the Game Gear library. Pity about the screen blur, though...





LICENSED TO GILL

Abandoning the expanding midriff he used in Robocod, Pond is now a more athletic hero than ever before. In keeping with past platform heroes, he runs and jumps with the best, but he can also carry bulky objects and can defy gravity by running along upside down surfaces! In terms of offensive capabilities, we're in bum-bouncing territory, but Pond can also KO his foes by lobbing one of the said objects at them. Similarly, some of the icons he collects prove doubly useful — ie. the old 'umbrella breaking fall' gag.





1 PLAYERS | CD

GAME TYPE
PLATFORM

PRICE	£39.99
BY	INTERPLAY
RELEASE	JUNE

OPTIONS
CONTROL: JOY PAD
CONTINUES: PASSWORD
SKILL LEVELS: THREE
RESPONSIVENESS:GOOD
GAME DIFFICULTY: AVERAGE

1ST DAY SCORE
REACH BUNGEE

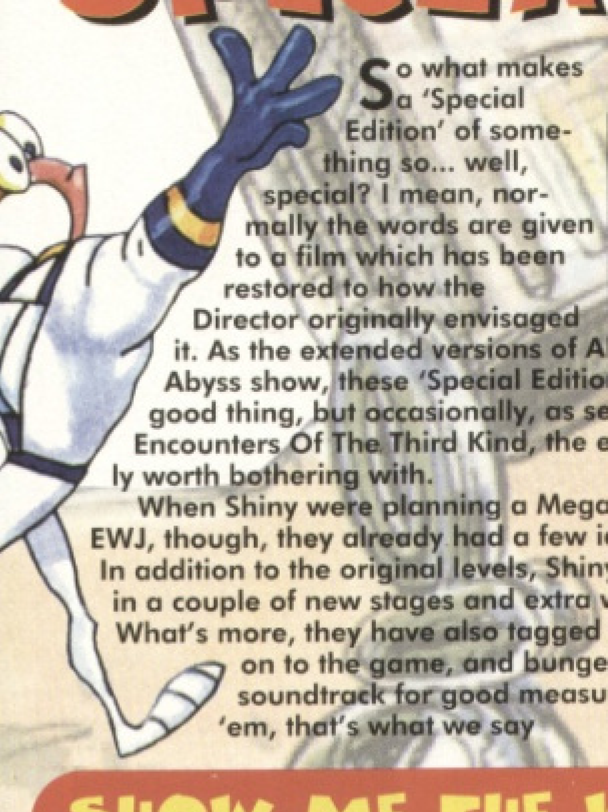
ORIGIN
Shiny's besuited insect appears in an enhanced version, which includes extra levels and new weapons.

GAME BREAKDOWN



GAME AIM
Guide Jim across fifteen platform stages to where the evil Psycrow is holding his girly hostage.

EARTHWORM JIM
SPECIAL EDITION



So what makes a 'Special Edition' of something so... well, special? I mean, normally the words are given to a film which has been restored to how the Director originally envisaged it. As the extended versions of Aliens and The Abyss show, these 'Special Editions' can be a good thing, but occasionally, as seen in Close Encounters Of The Third Kind, the extras are hardly worth bothering with.

When Shiny were planning a Mega-CD version of EWJ, though, they already had a few ideas in mind. In addition to the original levels, Shiny have thrown in a couple of new stages and extra weapons What's more, they have also tagged a new ending on to the game, and bunged in a new soundtrack for good measure. Gawd bless 'em, that's what we say





SHOW ME THE WAY TO GO HOME











Jim's complement of weaponry has also been expanded, with his basic ammo supply giving way to a neat line in homing bullets. The icons for these resemble tiny test tubes, and give Jim a homing bullet for every one collected. Using them can be a double-edged sword, though, as unless Jim hits his attacker first time, they'll loop around the screen for a while before getting their bearings and hitting the nearest bad guy. The huge blasters found in the cart game are now less common, though, but this is because Shiny see their homing devices as more efficient.

NEW FACES

Would you swap your old EWJ for new, whiter-than-white EWJ: SE? This new CD version of Shiny's classic platformer retains the basic mission and levels of the cartridge game, but adds an entirely new level called 'Big Bruty', which is a world built up entirely from planks and contains a huge pink blob whose appetite knows no bounds — and who splits into several smaller version if dropped from a great height! The existing levels have also been tweaked, with new old foes dropped into different areas of the game, with the Snowman baddy in 'What The Heck' now attacking in an extended part of the stage as opposed to the hidden warp zone he used to inhabit. Similarly, huge chucnks of new play area have been slotted into the old levels, adding even more challenge.









▲ *Big Bruty caught having his 9:06 dump.*





▲ *Well team, that's four games played and two crystals collected.*







COMMENT



STEVE

When Interplay announced a CD version of EWJ I thought it was a pointless exercise and all we could expect was a fancy intro preceding the cartridge game. However, Shiny have used the new version to benefit from hindsight and, not only does it feature a crop of new ideas and stages, but they have also taken the chance to add a password system and a host of new weaponry. These little additions enhance what was already one of the best platformers to grace the Megadrive, and the superb action is also complemented by a stunning soundtrack which makes full use of the CD's storage. If you're a Mega-CD owner who has so far held back from buying EWJ, you now have the perfect excuse for adding him to your collection. Not that you needed one...

COMMENT



GUS

I agree that Earthworm Jim is one of the best Sega platformers ever, and should have a place in every gamesplayer's collection, but I don't think this CD conversion offers anything stunningly different. The levels look identical, and the minor extensions and modifications are not enough for previous owners. The all new level is slightly dull too. Of course, graphically, sonically and playably, the original product was a blockbuster, and anyone who missed it should jump at this collector's edition.

GRAPHICS
95

▲The graphics are as good as they ever were, but rearranged in places. Superb animation and detailed and varied backdrops. Brilliant.

SOUND
96

▲The most expanded area of the new version. The CD's plentiful storage is used to the full and adds better music and more effects.

PLAYABILITY
92

▲Hey, this is Earthworm Jim remember: this is the ultimate in the genre. It makes Donkey Kong Country look like the tarted up plodder it is.

LASTABILITY
94

▲An extra level for your money, new bonus stages and the variety and playability of the cart game. What more could you want?

VFM
92

▲A normal price for an exceptionally good CD. The best game for the Mega-CD in... ooooh, bloody ages.

OVERALL
93

What could have been a mundane conversion turns out to be a fresh-faced update. More levels and more weapons makes EWJ: SE an essential buy for the Mega-CD.



1 PLAYERS

GAME TYPE
STRATEGY

PRICE IMPORT

BY SEGA

RELEASE IMPORT

OPTIONS
CONTROL: JOY PAD
CONTINUES: SAVE GAME
SKILL LEVELS: 1
RESPONSIVENESS: GOOD
GAME DIFFICULTY: MEDIUM

1ST DAY SCORE
15% COMPLETE

ORIGIN
Very original wargame, with very Japanese airborne fortresses battling it out as only they can.

GAME BREAKDOWN



GAME AIM
Take your ships through each airborne arena and use your skill and judgement to blow the opposing ships apart.

GOTH



The Japanese are odd — there's absolutely no-one who's likely to disagree with that. If it isn't bizarre cartoons with huge eyes and improbable bodily proportions mucking about, it's giant metallic creatures fighting it out or huge rubber dinosaurs intent on world domination. Or enormous flying fortresses using various forms of artillery to blow each other up. This final, very Japanese scenario is what Gotha is based around.

Basically, you guide your enormous fortress through each level, unleashing your mini-fortresses on the multitude of enemy airborne meanies. Blow them all up (or concentrate your firepower on the enemy flagship) to progress to the next level. There is the occasional variation to the gameplay, such as negotiating a mine field or blasting your way though an enemy base, but that's about it.

One thing though - don't expect Gotha to be a pulse-pounding blaster. It isn't. It's actually a pretty thoughtful, strategic wargame. It's sort of like battleships in that you and the computer each takes turns moving your ships about in your efforts to blow each other up. This makes Gotha a very bizarre title that isn't likely to appeal to the majority of gamers, which is a bit of a shame considering the amount of effort put into it.

UNIVERSAL TRANSLATOR

Gotha is pretty heavy on the old Jap text, but with the aid of this superlative MEAN MACHINES universal translator you should easily get the hang of gotha. Alternatively, you can spend hours figuring it out using trial and error. Like we did.



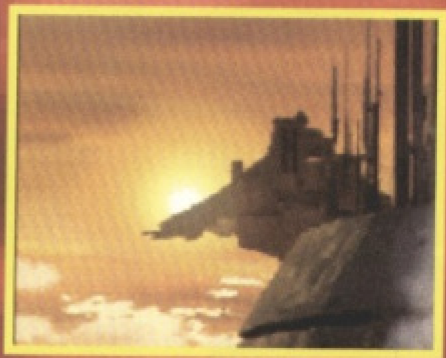
1 MOVE
Basically, this means move about a bit.

2 SHOOT
If this icon appears, you have the ability to pull out your cannons and blast the target of your choice. Each ship has a different blasting range and inflicts varying amounts of damage.

3 MISS A TURN
Pretty obvious really. Now that we've translated it, that is.

4 ALERT!
Translation: "Arghhh!". This genuinely fright-







It's like twenty castles in the sky...







ening Japanese text means you're in range of an enemy cruiser's cannons.

5 FIRE!
An enemy ship is now in range - fire!

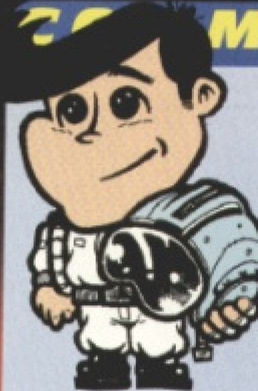
6 DAMAGE LEVEL
The more red you see, the more trouble you're in.

7 WHO KNOWS?
This bar is about the same level with every ship and doesn't change. Pointless.

8 ARMOUR
The higher this is, the more protected your ship is from enemy fire.

9 DISTANCE
When you this bar goes down. The higher it is when you fire, the more damage you'll inflict.

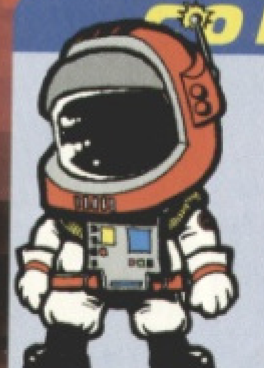
COMMENT



RICH

I hope this review will help any one who's just bought Gotha: it's all in Japanese and hours of trial and error are needed to sort out what's what. Once you've got it sussed, Gotha is an eerily enjoyable game. Don't let the visuals deceive you, this is a strategy wargame requiring plenty of brain-power in order to succeed. Learning how each ship operates and using them to overpower the enemy is tricky, but downing an enemy mother fortress brings forth its own rewards. And there's no denying the game's lastability as well — this one'll keep you playing for weeks longer than Clockwork Knight or Victory Goal.

COMMENT



STEVE

When I was at school there were two really sad gits who used to spend hours drawing huge spaceships on pieces of A3 paper, join them together and draw lines from one ship to another, scribbling over the other's drawing to indicate a hit. It seems they invented Gotha! Using fancy graphics, the player is left to blow up huge ships, and whilst it isn't that exciting it still proves immensely satisfying when a mother ship goes down. An unusual Saturn release, but if you're sick of wasting £70 on limited platformers, this is for you.

GRAPHICS
70
▲Good 3D and great FMV, but you need to get into the game a fair bit before any nice backdrops appear.

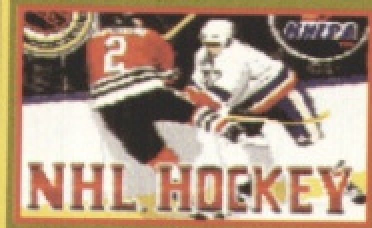
SOUND
51
▲Very Japanese background music (that means crap). Irritating sound effects too.

PLAYABILITY
74
▼Not easy to get into, but once you've sorted out the controls, the game develops a puzzlingly high level of enjoyment.

LASTABILITY
78
▲This game is BIG. If you're willing to persevere, there are weeks' worth in here.

VFM
70
About £50's worth of entertainment at most. Any more and Mr Importer is definitely ripping you off.

OVERALL
73
A deep and involving wargame that takes a while to get into and probably won't appeal to the majority of Saturn owners.



1-2 PLAYERS

4 MEG

GAME TYPE
SPORTS SIM

PRICE	£29.99
BY	EA
RELEASE	APRIL

OPTIONS

CONTROL: JOY PAD
CONTINUES: UNLIMITED
SKILL LEVELS: NONE
RESPONSIVENESS: GOOD
GAME DIFFICULTY: AVERAGE

1ST DAY SCORE

Beat the team of your choice.

ORIGIN

Having made three outings on the Megadrive, the puck-a sport has made it onto the Gear.

GAME BREAKDOWN



GAME AIM

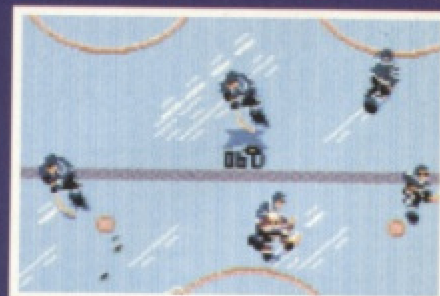
Hit a small rubber disc up the ice rink and into the opposition's net.

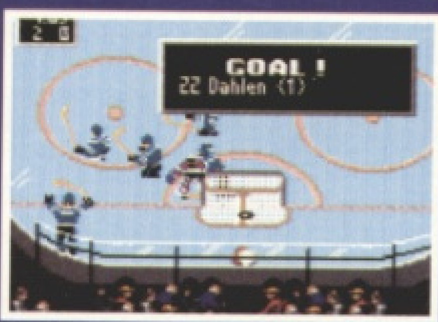
NHL HOCKEY

For one reason or another Ice Hockey has never really caught on as a sport in this country. Except, of course, that is on the Megadrive. The combination of increased pace of the ice rink and speed of the puck flying from one end to the other have all captured the attention of the gaming public and converted successfully to console sporting.

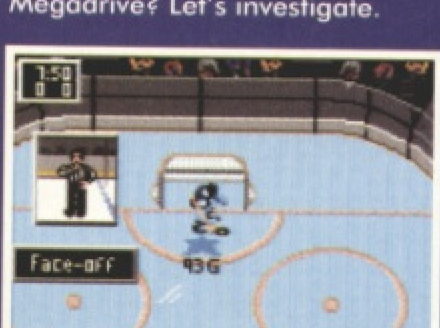
At long last the Game Gear is about to get a look-in on the action with EA's latest conversion of NHL Hockey. The teams are all taken from the official NHL League that covers teams from the United States and Canada, and features some of the roughest and toughest tumblers below freezing point. But as ever, does it live up to the heritage passed down from big brother Megadrive? Let's investigate.











STATS ATTACK

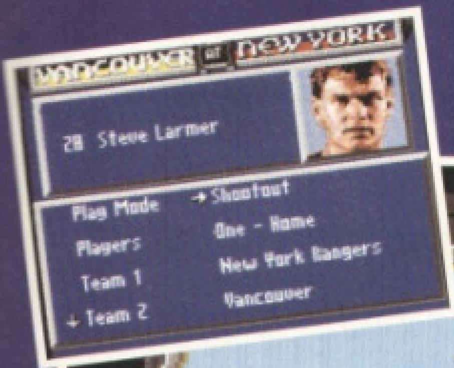


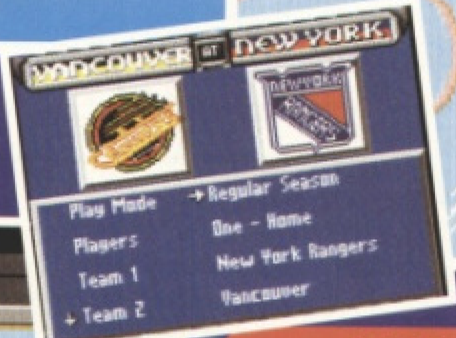
In the time honoured tradition of EA games, NHL Hockey is packed to the brim with options and player details. A quick look at the Options menu and you'll .find that not only are all the usual amendments to the matches available, but also once you've picked the teams, a feature lets you check out the stats and pics of every player and the advantages teams have over one another.

SHOOT IT OUT

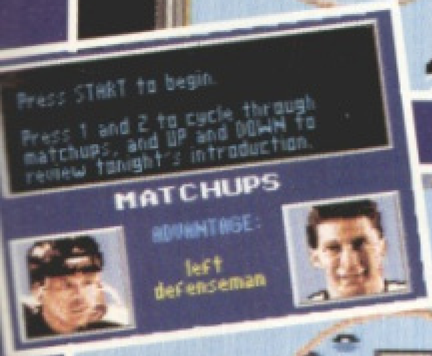
There's no such thing as a draw when it comes to the noble sport of hockey. Instead our burly body-armoured bulls in a china shop opt for the penalty shootout sudden death. In a battle of the giants, the penalty taker carries the puck up the rink to slam it into the goalie's net that looks more like a lobster pot than a goal.

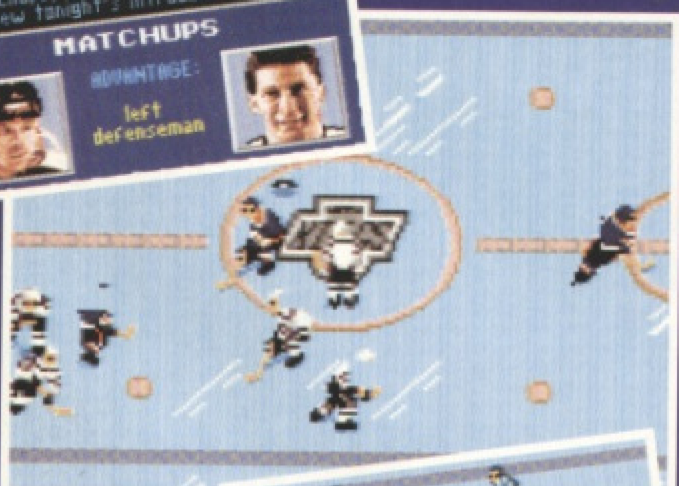














▲ *Darryl knew he was skating on thin ice. But he felt the law would never catch up with him.*

COMMENT



PAUL

EA have done a fine job in converting the NHL series to the Game Gear. The graphics are bold and clear — essential for the size of the screen — and the gameplay is slick and pacey. The stacks of options will keep even the most dedicated NHL stats nut more than happy, but above all, the two-player link will make long journeys fly by. A considerable achievement for the Game Gear, and definitely a consideration for console sports fans.

COMMENT



STEVE

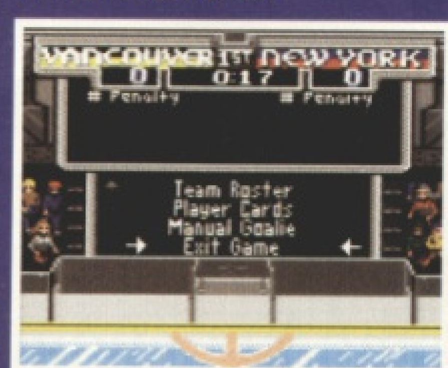
I've never had the slightest inclination to plat Ice Hockey for real, but I've really enjoyed the EA Megadrive games. The 16bit carts rely on their playability, so I had high hopes for this handheld version, and I wasn't let down. The action is every bit as frenetic as the Megadrive games, and whilst the sound is obviously weaker the sprites still clatter into each other to provide the necessary rough bits. Very playable, impressive to look at, and another corking Game Gear title.

HEAD-TO-HEAD

Once more the Gear's Game Link cable comes into its own for two-player puck-pummelling action. The choice is yours as to whether you team up on the same side as teammates, or go for the head-to-head, and show no mercy to the opposing team.



▼ *Constance found herself forced to make a tricky decision.*



GRAPHICS — 88

▲Crisp, clear, and nicely animated. Also nice pics of players.
▼Slight slowdown when too many sprites are on-screen.

SOUND — 68

▼Nothing particularly special on this front. Avoid the in-game organ music.

PLAYABILITY — 85

▲Smooth, slick, and rapid action enhanced by the head-to-head/ teammate option.

LASTABILITY — 84

▼Lots of teams and different leagues to play in, and stacks of potential in two-player mode.

VFM — 82

▲A fair whack for a fine Game Gear title.

OVERALL — 86

The time and effort have paid off for this NHL conversion, a top-notch sports title on the go.



1 PLAYERS | **CD**

GAME TYPE
RPG

PRICE £44.99

BY SEGA

RELEASE APRIL

OPTIONS
CONTROL: JOY PAD
CONTINUES: INFINITE
SKILL LEVELS: NONE
RESPONSIVENESS: N/A
GAME DIFFICULTY: MEDIUM

1ST DAY SCORE
Defeat the dwarf warriors.

ORIGIN
A compilation of the two Game Gear versions of the Shining Force series.

GAME BREAKDOWN



GAME AIM
Complete the first adventure so you can then get started on the second part of this epic adventure.

SHINING FORCE CD

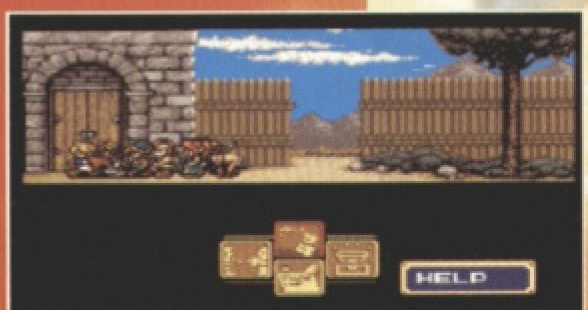


What's going on? First Shining Force 2, followed by Soleil, and then Story Of Thor. It seems at long last Sega have realised the potential for releasing RPGs in this country. And now, to keep the public interest at an all time high, Sega have decided to lump together a four-in-one package of both Game Gear Shining Force titles — still hot from their Japanese successes — on the often hard-done-by Mega-CD.



The scenarios are based on the familiar Shining Force dream team of six trouble-shooters brought in to save the kingdom from certain destruction by evil forces. During their adventures they confront evil, enlist new members, and generally put wrongs to right. But as they say 'size isn't everything', so will quantity overshadow quality in an RPG series reputed for its excellence?





BATTLE PLANS

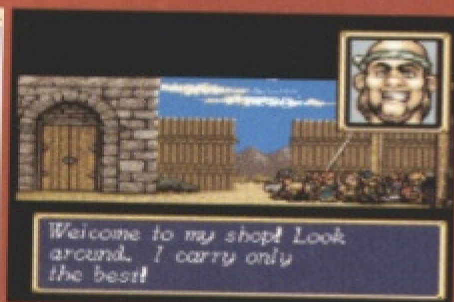
For those unacquainted with the previous Shining Force adventures, the attack system is modelled on strategy as opposed to hack and slash excesses of other Action RPGs. Although this system has been criticised for being slow in the past, the Shiners have speeded up the whole process of armed conflict with the nimble and easily accessible selection of icons. The player and enemy take turns to move around the battle grid to within reach of target, from where you can unleash the full power of your armoury.



SOUNDS GOOD

The Mega-CD has come in for some stick over the years, but despite its faults the CD-quality music and effects can rarely be faulted, and this is certainly the case with Shining Force CD. The music has been specifically composed in-house and features orchestral overtures to stir the imagination.



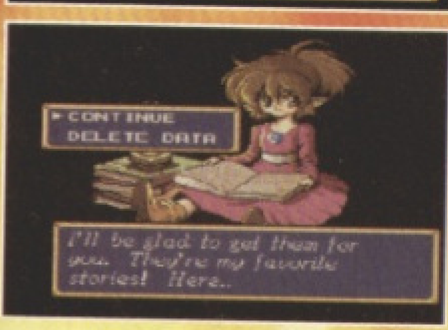




▲ *You're the one in the fetching wrap. Very Jean Muir.*

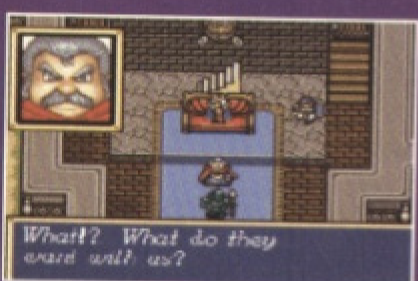


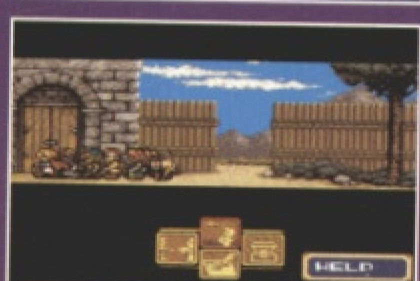




EXHAUSTED

Once your lead character has bitten the bullet, I'm afraid it's back to the palace for some sound advice and rest. Characters never actually kick the bucket as such, but decide that it's all been too much and take a rest. At some of these restart points you can also do a spot of shopping, stocking up on supplies and spending hard fought for cash.





▲ *There are side-viewed sequences now as well.*

COMMENT



No one is, or rather was, a bigger Shining Force fan than me, but I feel a mite cheated with this latest edition. There's less a feeling of plot development and continuity, which made the previous games so gripping. This is perhaps due to the game being a spruced up series of Game Gear games. And beyond that, no serious attempt has been made to utilise CD power or try new FX. It's very much treading water. On the plus side, the musical score is great, and the core game is so good that it's impossible to not to enjoy playing it. But it's another CD missed opportunity.

COMMENT



As far as I'm concerned Shining Force 2 was the pinnacle of RPG action for the Megadrive. So while I excited about the prospect of Shining galore, I was also slightly disappointed by the end result. Don't get me wrong this is a pure Shining Force fix, but I did feel the battles were far too frequent to allow the player to get into the quest's plot. As most RPG fans will agree, there's nothing more frustrating than wading your way through battle after battle before you've established yourself in the game. Saying this, if you're already a fan of the series, and more importantly a Mega-CD owner, Shining Force CD is well worth considering.

GRAPHICS — 87

▲ Improved from the Game Gear with the top quality presentation screens you'd expect from Shiners.
▼ The map screens are feeble.

SOUND — 92

▲ Excellent! Fabulous tunes in glorious CD-quality stereo. Play with headphones on for maximum effect!

PLAYABILITY — 87

▲ The standard fine fare expected from a title of this calibre — good CPU enemy intelligence and a an inspiring quest.
▼ Just a little to much fighting and not enough finding.

LASTABILITY — 90

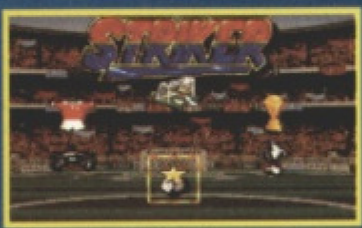
▲ This is absolutely huge! Guaranteed Shining Force action for an age. Also rumour has it there's a hidden game.

VFM — 88

▲ This is a lot of RPG potential for the cash. Worth it!

OVERALL — 88

More linear than the previous Shining Force titles, but tonnes of RPG action for your money.



1-2 PLAYERS | **16 MEG**

GAME TYPE
SPORTS

PRICE TBA

BY SEGA

RELEASE JUNE

OPTIONS
CONTROL: JOY PAD
CONTINUES: N/A
SKILL LEVELS:TEAM-RELATED
RESPONSIVENESS: AWFUL
GAME DIFFICULTY:
EASY

1ST DAY SCORE
Not take it back for a refund.

ORIGIN
The first decent soccer game for the Super NES prepares to take on the likes of FIFA and Fever Pitch.

GAME BREAKDOWN



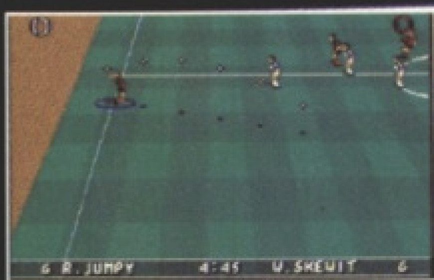
GAME AIM
Using only your sprite's feet, propel the small white sphere into what appears to be a large fishing net at the other end of a grassy plain.

STR

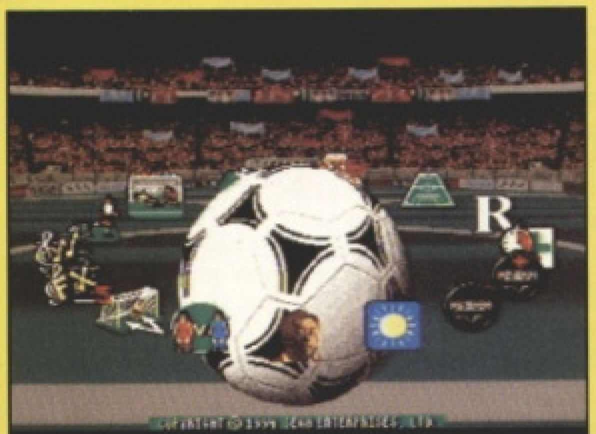
I can see it now. The place: Old Trafford. The match: Manchester United versus Blackburn in the deciding play-off of 1995's Premier League. Our commentator: Brian Moore.

"Hello, and welcome to Manchester United's Old Trafford ground for what should be the game of the year. The pitch is looking particularly well tended, although the players are looking a bit malnourished and there appears to be a perpetually moving piece of sand around the perimeter. Giggs kicks the ball to his clone twin Hughes, who passes it to Cole. Ooh, the silky skills of the £7 million-rated star, it's like the ball sticks to his feet. Le Saux slides in with the tackle but shoots off the side, and it's down to Sutton to come back and slide in. This really is like the ball is stuck to Cole's feet as he makes a run. Oh, it is. He's spotted a break, and is heading towards Flowers. Ooh, that's incredible. Flowers was nowhere near Cole but the ball is not safe in his hands. Welcome, dear footy fan, to soccer — Striker-style!









OPTIONAL EXTRAS

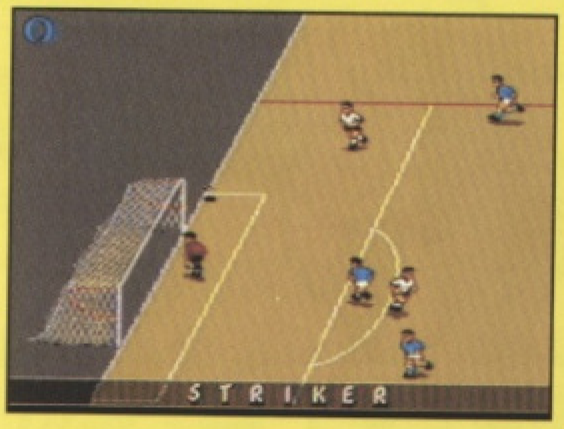
When it comes to options, Striker is probably the most versatile game you're ever likely to see. In addition to offering teams from one of a number of international leagues, kit design, weather, ball control and the ref can be altered to suit your needs. And if this wasn't enough, the matches can be viewed from one of four perspectives, from the tilted angle Super NES owners will be familiar with, to an overhead view, a side-on slant, and a mixture of the first and second perspectives.



IKER

SIX OF THE BEST

If you get a little bored of kicking a ball around a large pitch, Striker also features a six-a-side indoor game. Played within a walled court, six-a-side differs from the normal game in that the goals are half their normal height, there's no throw-ins or corners as the walls keep the ball permanently in play, and if a foul is committed, the offender is taken off the court, and another from the eleven replaces him.











COMMENT



STEVE

You have just witnessed the most atrocious Megadrive footy game in ages. In these days of games which allow the player to perform all the moves associated with the sport, it's incredible that Sega reckon people will pay for a game which bears as much likeness to footy as Neighbours does to real life. All the most fundamental faults are here: stuff all controls, a ball that sticks to your player's foot, and crap sprites limping at a ridiculously fast pace. Oh yes, and then there's the awful sound, pathetic penalty shoot-outs, and badly animated goalies. If Striker has one thing in its favour, it's that it has loads of options. You can tinker with the ref, change to a six-a-side, or alter the kits. In fact, you can change any aspect of the game before you play: it's just a pity Rage and Sega didn't do the same and add a 'playability on' icon which would save this otherwise worthless piece of garbage.

COMMENT



PAUL

Yuck, yuck, yuckety, YUCK! What a load of crap! The Options may be numerous, and the teams excessive, but the gameplay and graphics stink. How this could even hope to contend with the likes of FIFA is well beyond me. Take a wide berth of this.

GRAPHICS
42

▲ The presentation screens are second to none...
▼... sadly, the actual sprites are second to pretty much everything.

SOUND
32

▼ The most inappropriate opening theme ever, and the effects are equally dismal. It's not a whistle the ref uses, but an assault alarm.

PLAYABILITY
41

▲ Easy to play.
▼ The limited controls and dated gameplay stifle this from the start.

LASTABILITY
20

▼ You're joking aren't you? This is quite simply a disgrace to the noble sport.

VFM
22

▼ Exeter City (£1.3 million in debt) stand more chance of being sold...

OVERALL
27

A reasonable Super NES game is completely ruined in this instantly forgettable travesty masquerading as a soccer game.

MEAN YOB

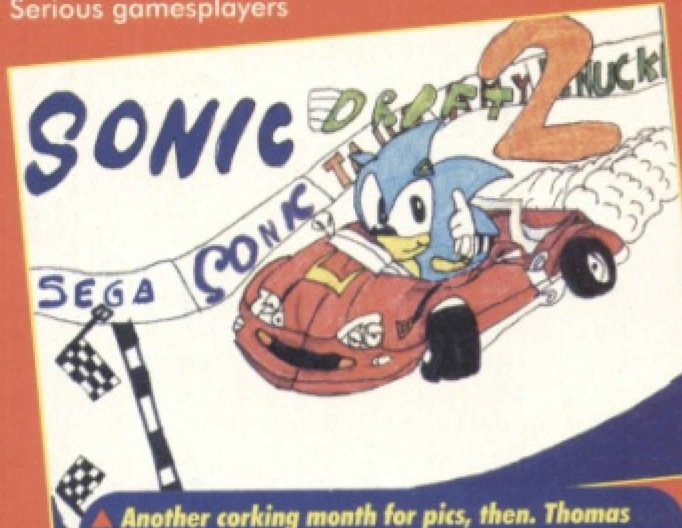


A dog walks into a Bonio. It says "a bloke walked into a bear, it showed him some interesting tricks with electricity – it was a polar bear". It was a funny Bonio. It's funny how jokes work, isn't it? One minute you're siting there listening to someone piffling about with a really contrived and obvious story, the next minute you're laughing heartily. Yes, we like jokes. Which brings us onto the subject of your letters, many of which are little jokes in themselves. If you think you're a bit of a funny type, you can write to us at WATCH US ROCK THE MIC – PSYCHE MAILBAG, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. If you think you're boring you might as well give up. Please.

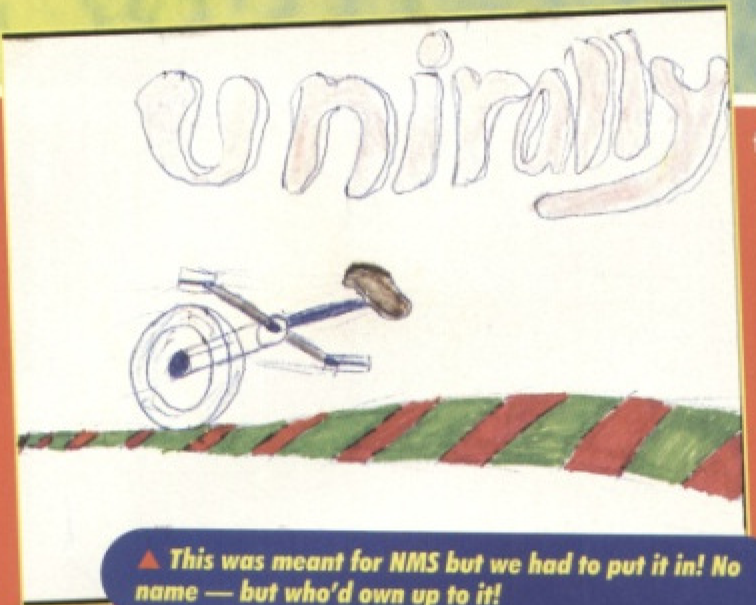
MADHUR JAFFREY

Dear Yob
I have been reading your magazine since day one, but ever since Jaz and Rich left, your magazine has been getting crapper. I can't help but notice how sad your reviews have been lately. It all started with Lunar the Silver Star, which you only managed to give 86% when it obviously deserved close to 100%. It is arguably one of the best games on the Mega-CD. I was also appalled when I noticed that some people who I thought were good at games, could only manage to get to Saith in a day. It takes most people an hour to get that far. It is obvious that with a game like Lunar, you need to get well into the game before you can make a judgement, which unfortunately you bunch of morons didn't realise. Also in the very same issue you reviewed Double Switch, an FMV title and nearly rated it as a Mega Game. Serious gamesplayers know what an FMV game is, and what sad Hollywood pull-offs they are. There is no way that they should get that high a rating. If you had the same game but in a cartridge format using Mickey Mouse style graphics, how would you rate it then? Perhaps than you would realise that there is no deep involving gameplay in it. The thing that really made me cack my pants was your review of Victory Goal on the Saturn last issue. How did you manage to come to the judgement of 55%? Did you have the Saturn at the time you were reviewing it? I have many machines including a PlayStation and a Saturn. I purchased Victory Goal about two weeks before Issue 30, and I'm still playing it now. By no means is it a tedious game with sad music, and is definitely not in the same class as World Cup Italia '90. Give some Mega-CD RPGs a chance, and review more of them — Vay was one you missed out!
A Concerned Reader, Hartlepool, Cleaveland

YOB: **Dear concerned reader, welcome to the real world. You have discovered in your flight into puberty that people often disagree. We didn't rate Lunar 100% because it wasn't THE perfect game. Similarly, of all the FMV games released, Double Switch has been the most interactive so far! my, this expressing a different opinion stuff has really vexed you hasn't it? And as for Victory Goal, I feel we were absolutely right to offer this basic kickaround a meagre 55%. Just because the zoom mode impressed you, doesn't cut any sway with us. The Saturn can do much better, and for a game to appear with less playability than the already awful FIFA on the 3DO is unforgivable. By all**



▲ *Another corking month for pics, then. Thomas Murphy... er, thanks.*



▲ *This was meant for NMS but we had to put it in! No name — but who'd own up to it!*

for means waste
your cash on crap games, but don't write to us when you're sad enough to rate them. By the way, we look forward to receiving a letter saying how crap Soleil and Story Of Thor are.

KEITH FLOYD

Dear Yob
Well done on a brilliant mag. Can you please answer these questions?
1. Is there a game planned for Tails, because Sonic, Knuckles, and Dr Robotnik all have their own games?
2. Is Chaos over Knuckles coming out on the Megadrive?
3. What percent is Street Racer for the Megadrive?
4. What percentage did you Sonic and Knuckles, Virtua Racing, and NBA Jam?
5. Is anything planned for Micro Machines 3?
6. I have a Master System and ten games that I don't play because I have a Megadrive. Should I store them away, or give them to my brother who owns a Super NES?
Jamie Corcoran, Poynton, Cheshire
YOB:**Once again another reader struggles with the concept of Q&A. Honestly, Steve and I couldn't be more different if we tried. Seriously, next time you expect an answer to your questions mark the envelope S.T.E.V.E. You'll find those letters in any good alphabet, and he's doesn't get half as narked off.**

CHRIS KELLY

Dear Yob
I have recently bought a copy of Mortal Kombat 2, and after many weeks of not knowing any of the special moves I was happy to see an advertisement Mortal Kombat 2 — Official Player's Guide on sale now in a newsagents near you for only £4.99. So I went to a newsagents near me, and then one a little further away, and then one a long way from me, but still I couldn't find one. So I tried to order a copy from each of the three aforementioned newsagents, but on every occasion I was told it was unavailable, and on one occasion that it shouldn't have been advertised, as it was no longer available. So why did the March Issue advertise it for sale when you can't actually get hold of a copy? I am now even more frustrated than before, knowing that I will probably never know any of the Fatalities, Babalities, or Friendships in MK 2.
Mr P Morrish, Okehampton, Devon
YOB:**The reason you can't get hold of a copy is because we really hate Okehampton. It all goes back to a nasty experience I had with a couple of sheep and a bottle of Vim there a few months back. Seriously, the mag has been a top sell-out, but if you ring EMAP Towers and ask for the marketing department we may be able to furnish you with a copy. For a few quid and a dodgy handshake, that is...**


▲ *Gus approaching deadline by Stuart Patrick.*

DELIA SMITH

Dear Yob
Your life is coming to an end. Sandy, Crap-Head, and myself are going to chop you into quarters, tear your liver out, and eat it. We are going to cut out your belly-button using a wine opener. Prepare to die you overgrown piece of lard. If you want to survive, send a cheque to to me and my lads for over £18 million. You'd better start buying lottery tickets and get your coffin ready.
Pete, Sandy, and Crap-Head, Innellan, Scotland
YOB:**Crap-Head. My how apt. I really had hope that we'd seen the last of these inane letters but, no, you and your imaginary friends feel the need to write in (sigh). Still, the more serious of our readers can at least find solace in the fact that our parents knew each other and that our female relatives don't earn six pence ago playing Rugby with no shorts on. Twelve pence if a scrum is involved...**

GARY RHODES

Dear Yob
I was recently watching the DJ Kat Show on Sky One, when the competition results for 'Design your own computer game enemy' were announced. When they came to the winners, the last one they showed was a complete replica of Mean Yob. For this complete cheat, the winner received two cheat mags worth £10 each. In my opinion he should be shot, or preferably something more slow and painful like burnt to death.
Luca Piscopo, Cheltenham, Gloucestershire
YOB:**The DJ Kat Show! What the hell is that piece of crud. Don't tell me, Bruno Brookes co-presents it, and it has guests stars as famous as Rosemarie Ford, the girls who do the cheerleading in Funhouse, and the bloke off Countdown. Jeez, if that's the standard, no wonder the viewers don't have any imagination. I expect all their brains are addled. DJ Kat! DJ Shat more like...**

RAYMOND BLANC

Dear Yob
I would like to say you are the meanest Yob in the Mean Machines office, and could you please smash the person who forgot to include the Sonic 1 debug mode in the Ultimate Sonic Tips Guide in the face. Well, I know what it is, but for all them poor nerds who don't, it could make them annoyed and even meaner than you. As I am your Number One Fan, I have also enclosed a poem called 'Yob I Reckon'.

Yob I reckon you fart,
As fast as a dart,
Yob I reckon you've got a big brain,
That's insane.
Yob I reckon you like killing people
To get to their wills and nick their money.
Yob I reckon you were a bully at school,
And punched boys heads in, and girls too.
Yob I reckon you're great,
We could be best mates.

Scott C, Chatham, Kent
YOB:**Gus has indeed been smashed in the face for forgetting that tip, and now has a face so flat you could iron shirts on it. However, the pasting he received isn't going to be half as bad as the one heading your way for providing us with such a god-awful poem! Sleep well, for we know where you live.**

Bye then. Bye bye. See you next time. Take care. Bye bye bye. Don't be a stranger. And don't talk to strangers. And wash your pants. Cheerio.





Earthworm Jim. How many times have you read those words in these pages? Our old invertebrate pal must, by mere mention of his name, answer at least 60% of the questions we receive. In fact, if we answered everything put to us without even reading the questions, it's a safe bet that a mixture of "Earthworm Jim" and "Wait for the official release" would correctly answer nearly every letter. Come on, we've got better things to do than market Acclaim's games – they've got an ad department for that. Couldn't you ask some new questions? Please? If you can think of one – just one will do – you can send it to us at I PROMISE THIS HAS NOTHING TO DO WITH EARTHWORM JIM Q&A, MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. You could ask about Worms (if you've got an itchy arse), but a Doctor might be a better place to go.

THE GENTLE TOUCH

Dear Steve
Please answer my questions or you'll be sorry.
1. What is better the Mega-CD or the Saturn?
2. What is the best Game Gear football game?
3. Will there ever be a Mortal Kombat 3 for the Megadrive?
4. Can you use a Saturn game through the 32X?
5. Which should I buy, Cannon Fodder or Earthworm Jim?
P McCreight, Belfast

STEVE: **1. Do you really need me to answer that? If so, you're beyond help. No, really you are. 2. Sensi. 3. It depends who gets the licence. If it's Acclaim, probably. Anyone else: who knows? 4. Nope, serves you right for being a cheapskate. 5. Sega Mag's Tom Guise reckons that, no matter what the question, I always say Earthworm Jim or Dynamite Headdy. Just to prove him right for a change, I'll opt for Jim.**

SHOESTRING

Dear Steve
Please answer my questions.
1. When is the Neptune coming out?
2. Does it combine the Megadrive and 32X?
3. My friends say it will be under £200. Is this true?
4. If the Neptune does combine the Megadrive and 32X, will it be 48bit?
5. In the new Sonic is it true he has a new pal called Grizzles?
6. Please could you do Game Genie codes in the future?
Kevin Seeney, Bury St Edmonds

STEVE: **1. November. 2. Yep. 3. Possibly, it hasn't been decided. But if Sega are wise it will be as, after all, the Saturn will be out by then. 4. Don't be dopey. Just because there's a 32bit unit and a 16bit one in the equation, it doesn't mean you add them up. Does putting one Jaguar on top of another equate to a 128bit machine. 5. No, he's called Ruffelles, after Francis, last year's Eurovision entrant. 6. We'll see.**

TARGET

Dear Steve
Can you please answer these questions for me?
1. Is the Megadrive close to death now with all the super consoles coming out?
2. With all of the talk about the 32X being crap, what will happen to it when the Saturn comes over here?
3. I am a beat 'em up nut, can you tell me what fighting games are planned for the 32X?
4. Other than Virtua Fighter can you tell me what beat 'em ups are coming for the Saturn?
5. Is Street Fighter going to make it to the Saturn or 32X?
6. Is Beavis and Butthead any good and will it make it over here?
Andy, Hertfordshire

STEVE: **1. Nah, it's got a few years in it yet. 2. It'll probably kill off the 32X. Then again, it'll be a lot cheaper so could be a logical upgrade for people without Saturn cash. I reckon the former, though. 3. MKII, X-Men, Van Battle, Primal Rage, a Street Fighter of some description, and Toughman Contest. 5. I've just answered that. Why didn't you add it to the last question? 6. Sadly, yes. It sucks big time, though.**



THE CHINESE DETECTIVE

Dear Steve
I know you were complaining about meaningless crap at the beginning of letters, so I will just compliment your magazine and then ask you to answer my questions.
1. What happened to Star Trek TNG on the Megadrive?
2. Will it be released over here?
3. How many polygons can the Saturn generate?
4. How is Daytona USA looking at the moment and when will it be released?
5. Are the rumours of a UK summer release for the Saturn true?
6. Will Super Street Fighter II X be released on the Saturn?
7. How much can we expect to pay for the Saturn?
8. Will the Saturn have a plug-thru' adaptor to make it a 128bit machine?
9. When will the Alien Trilogy be released on the Saturn?
10. What is your favourite console between the Saturn and the PlayStation?
11. What's your favourite game on the Megadrive?
Paul Reeve, Bognor Regis



STEVE: **1. Microprose decided not to release it, because the 12MEG cart would cost a bucketload. 2. Probably now. 3. More than six but less than a million. Loads, anyway. 4. It's looking really smart, and it should hit the UK at the start of April. 5. Not officially, no. 6. Capcom have no official plans. 7. In the region of £350-400. 8. Not bloody likely. Why do people insist on making crap like that up? The Saturn's a cool machine, why would you need it to? 9. Late 1996. 10. I like 'em both, but the Saturn has the slight edge in terms of games. 11. Mega Bomberman. By the way, I used to spend loads of time in Bognor when I lived in Chichester. Is that late-night chippy opposite the pier still there? The guy who worked there was a real tosser who would make crap jokes with an old saveloy to the fat girls coming out of Sheik's night club. I'm glad I moved.**

Z-CARS

Dear Steve
Please answer my questions or I'll rip your legs off!
1. Will there be a Sonic Drift for the Megadrive?
2. Is Sonic 4 coming out?
3. Will Theme Park be worth getting?
Anthony Hand, Birmingham

STEVE: **1. Nope. 2. Yep, but not for ages. 3. Yep. What's with everyone's fixation with pulling my legs off?**

ROSIE

Dear Steve
Please answer these questions for me.
1. Is NBA Jam TE still coming out for the 32X?
2. How close will it be to the arcade version?
3. Is Tee Off still coming out for the 32X? If so when?
4. What football games are coming out for the 32X?
Jonathan Dunsby, Blackpool

STEVE: **1. Yep, sometime in July. 2. Very. I hope. 3. Yep, but it's now called Scottis Open. We'll have a review next issue. 4. FIFA. and Striker**



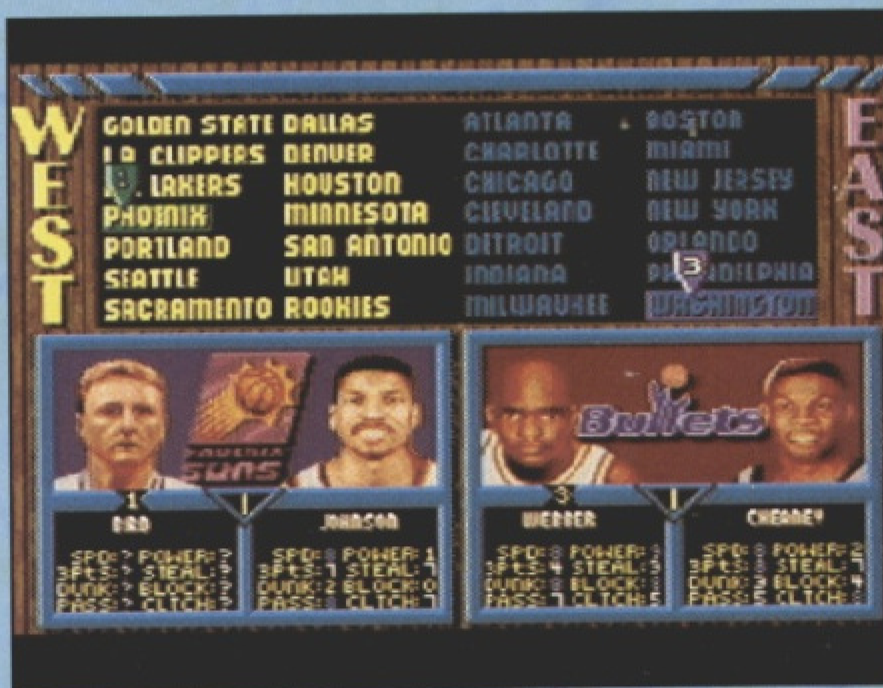
THE SWEENY

Dear Steve
I have a nice cat and I thought you would like to answer my interesting questions. By the way your mag is excellent.
1. Which has better graphics the Megadrive or the Super NES?
2. Which is your favourite Megadrive game?
3. Is Sonic the Comic any good?
4. What is 3 + 2?
5. Please can I have a 32X or a Saturn?
Christopher Godsell, Broadstairs, Kent

STEVE: **Congratulations, that is the crappiest letter opening yet! 1. The Super NES. 2. I've done this one already. Mega Bomberman. 3. No, it's arse. 4. You've got me there. 5. Yeah if you go out and buy one you scabby sod.**

JASON KING

Dear Steve
Please could you find the time to answer my questions?
1. I was reading April's issue and it said that Virtua Fighter will be coming to the 32X. Will it have all the moves and camera angles?
2. How much will Virtua Fighter cost on the 32X?
3. I know it's sad, but can you help me on Star Wars Arcade?
4. Is there really much difference between NBA Jam and NBA Jam TE?
Avern Rouse, Hastings



STEVE: **1. It should do, but it's too early to say. 2. Sixty quid. 3. Actually, I think the only thing that could help you is a strict nurse with a wet towel. 4. Not enough to make TE worth buying if you've got the first.**

RANDALL AND HOP-KIRK

Dear Steve
Please could you answer these questions?
1. I looked in my friend's Sega Magazine a few months ago and it said that Virtua Fighter on the Saturn used only 40% of its processing power. How is this possible when it has less polygons then the arcade?
2. I am going to get a Jap Saturn soon, so I was wondering if it is a safe bet that somebody will make a cheat cart to allow English games to be played on it?
3. Do you think the import Saturn will come down in price to about £400-£450?
4. I can complete SSF2 on level eight expert without losing a match. Are you worried about your job?
5. Whatever happened to Tom Guise from Megatech?
Richard La Ruina, Cambridge

STEVE: **1. It doesn't work like that. There's a limit to how many polygons the Saturn can process, and you also have to bear in mind Virtua was rushed to get it out alongside the machine. 2. I expect Datel are on to it right now. 3. Only when the official unit comes out. 4. No, because I can write whereas you can barely hold a joypad. 5. He's still here. Sadly. In fact, he's on latrine duty now, up to his knees in everyones' second-hand breakfast. Don't worry, he's very happy there. It's like being at home for him.**



THE SAINT

Dear Steve
I need some answers about the



32X and Saturn, so please answer these questions.
1. Which version of Street Racer is better, the 32X or Megadrive?
2. How much will 16bit games cost after the release of the Saturn?
3. When will Batman Forever be released?
4. When will Chaotix be released, and how much will it cost?
Nazam Khalil, Leeds

STEVE: **1. We haven't seen the 32X one yet, so it's not fair to say. 2. The same as they do now. 3. Christmas. 4. July, and in the region of £60.**

CALLAN

Dear Steve
Could you please answer these questions for me?
1. I enjoy playing RPGs. Are there any other good titles besides Story of Thor?
2. I have Road Rash 2. Is it worth getting Road Rash 3.
3. Are there any decent shoot 'em ups coming out for the Megadrive?
4. Please could you put these games in order, from best to worst: Pitfall, Story of Thor, Cannon Fodder, and Skeleton Krew?
Jonathan Roberts, Wrexham

STEVE: **1. Soleil. 2. Not really. 3. Not for a while. 4. Thor, Cannon Fodder, Pitfall, Skeleton Krew.**

HAZEL

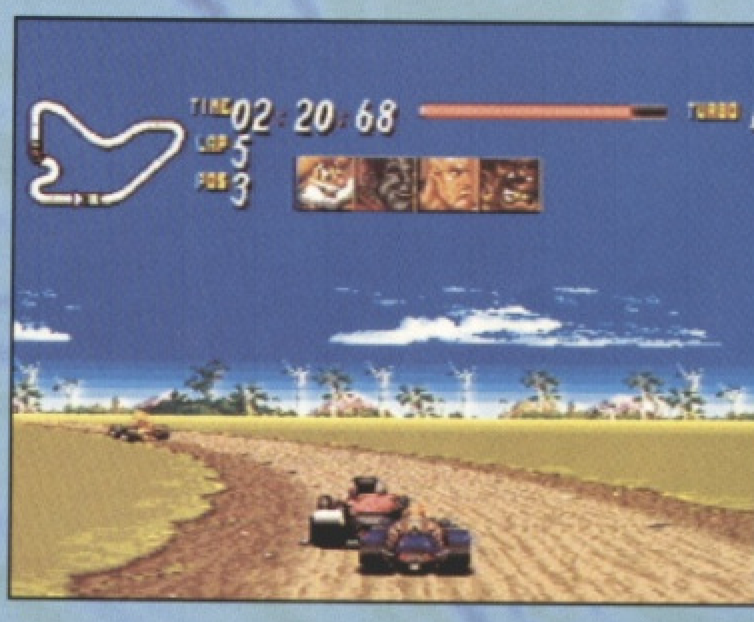
Dear Steve
Please answer these questions for me?
1. What do you think is the best console, the Saturn or the CD-i?
2. Will the Saturn be able to play movies like the CD-i, and if so, will I have to buy an MPEG cart to make them work?
3. My friend says you can play Megadrive games through the cartridge slot of the Saturn. Is this true?
4. Will Sega be releasing Mad Dog McCree for the Saturn?
Russell Anderson, Lanarkshire

STEVE: **1. My, that's a hard one. Considering the CD-i is without a decent title, I think it's down to the Saturn. 2. Yes and yes again. 3. No, and people who tell fibs like that deserve to have their gums fall out for making me answer letters like this. Don't tell me: his Dad works for Capcom/Sega/ the same people as a mate of Sonic's and he told him. 4. I sincerely hope not.**

THE PROFESSIONALS

Dear Steve
Please can you answer my questions about the Mega-CD?
1. I have found no difference when playing a Megadrive game with a Mega-CD, but it says on the box that it makes them better. Why is this?
2. Should I bother buying Night Trap as I already have Double Switch?
3. Could you use the Master System Light Phaser for Lethal Enforcers?
4. I am going on holiday to Spain soon, and I wanted to know if you can buy Mega-CD games over there without needing to use a CDX?
5. Is Night Trap 2 coming out, and if so, will it use two disks and Cinepak?
Christopher Caims

STEVE: **1. Doh! That's because some CD games are enhanced for the Mega-CD. My, that took some working out. 2. Nope. 3. Nope. 4. Nope, they won't work. 5. Nope. Nope. Nope.**



CROWN COURT

Dear Steve
Please answer my letter in your Q&A section.
1. Will any games on the Megadrive use the same graphics techniques as Donkey Kong Country? If so what?
2. Is Street Racer on the Megadrive as good as Mario Kart on the Super NES?
3. Whatever happened to Sonic Kart on the Game Gear?
4. Is Street Fighter 2 still coming out on the Game Gear?
5. Which consoles will Mortal Kombat 3 be developed for?
6. Is Toh Shinden on the PlayStation as good as Virtua Fighter and Killer Instinct?
7. What is the difference between the V-Saturn and the Saturn apart from the names and manufacturers?
Ross Burton, Newcastle, Staffs

STEVE: **1. No, the Megadrive can't handle it. DKC is completely over-rated anyway. Strip away the graphics and its identical to The Addams Family. 2. Not quite. 3. It morphed into the ace Sonic Drift II. Which we reviewed last issue. 4. We haven't heard owt for ages. We think so. 5. None. It hasn't be licensed yet. I reckon the PlayStation's in with a shot, though. 6. Better than Killer Instinct, but Virtua Fighter is more instinctive and fun to play. 7. Nottin' (as me Scouse Uncle Jack says).**

That's another Earthworm fest over and done with. Join again next month for more exciting queries concerning everyone's favourite clitellum-lumbered platform star. Catch you in thirty, heads.

MEGA MART

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Megadrive 1, Mega CD 1, 3 pads, joystick, Menacer, 15 Mega CD games including Doubleswitch, Ground Zero Texas, Tomcat Alley & 11 demo CDs and £100 worth of magazines (optional), 6 Megadrive games inc. Sonic 3 worth £1000 sell for £500. Phone 0276 33419 - willing to split.

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MY NAME is Matthew Crozier. I love and own a Megadrive and adore motorbikes. I am 13yrs old and am looking for a boy with similar interests. Write tome at 6 Mountainvale Drive, Glemgormley, Newtownabbey BT36 7AJ Northern Ireland.

I WILL swap my Gameboy games for any Game Gear games. I've got Bart vs The Juggernauts, Super Mario 1, Tetris, Spiderman, Batman, Boomers Adventure and Jurassic Park, also good prices. Contact Mark 0243 827181 after 4pm.

EDGE MAGAZINES 2 to 17 £3 each. Super Kick Off, no instructions £10. MS Converter, games £30, phone Richard 0223 322273.

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MEAN MACHINES SEGA issues 1-28 including free gifts, issue 1 with video, all magazines in perfect condition £50. Richard 01206 230143.

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I WAS wondering if anyone would like to swap Ryan Giggs Soccer for FIFA Soccer or FIFA 95? If you would like to tel 525182 or send to Drumsill, Moy Rd, Armagh, NI (Padraig Vahehy).

JAP ANIMATION cartoons for sale, latest titles include Ninja In The Magic Wind, Black Warrior, Cutey Honey, Battle Angel 2, Totoro and many more. Ring Baz on 0956 473223.

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TO SWAP - Any of Alex Kidd, Tazmania, Sonic Spinball for any fighting game(s). Phone after school 0651 806478 (for Megadrive).

MEGA DRIVE games: MKII £35, FIFA £25, Gunstar Heroes, Super Wrestlemania and Mega Games 1 £15 each. Contact Daniel 0844 237826.

MEGA DRIVE games Jimmy Whites Snooker, F1, Micro Machines, Eternal Champions, European Club Soccer, SOR2, Ecco, Madden 92, Italia 90, Columns, Hang On, Smash TV. The lot for £90 or swap for SNES, 3DO, Jaguar. Call Carl 0483 760591.

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READ THIS now! Megadrive games for sale: FIFA Soccer £17, Desert Strike £15, Streets of Rage £10, NHLPA Hockey '93 £15, Altered Beast £5, James Pond II £12; All boxed with manuals, VGC. Contact Billy 061 928 0842 for details.

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TO SWAP: WWF Royal Rumble, Rocket Knight Adventures, Addams Family, Zero Wing and PGA II, maybe J.W. Snooker? Want Dragon, Prince of Persia, Landstalker or EA Rugby. Offers considered. Also Night Trap for offers, also FIFA CD. Ring 0369 5760 Sundays only please.

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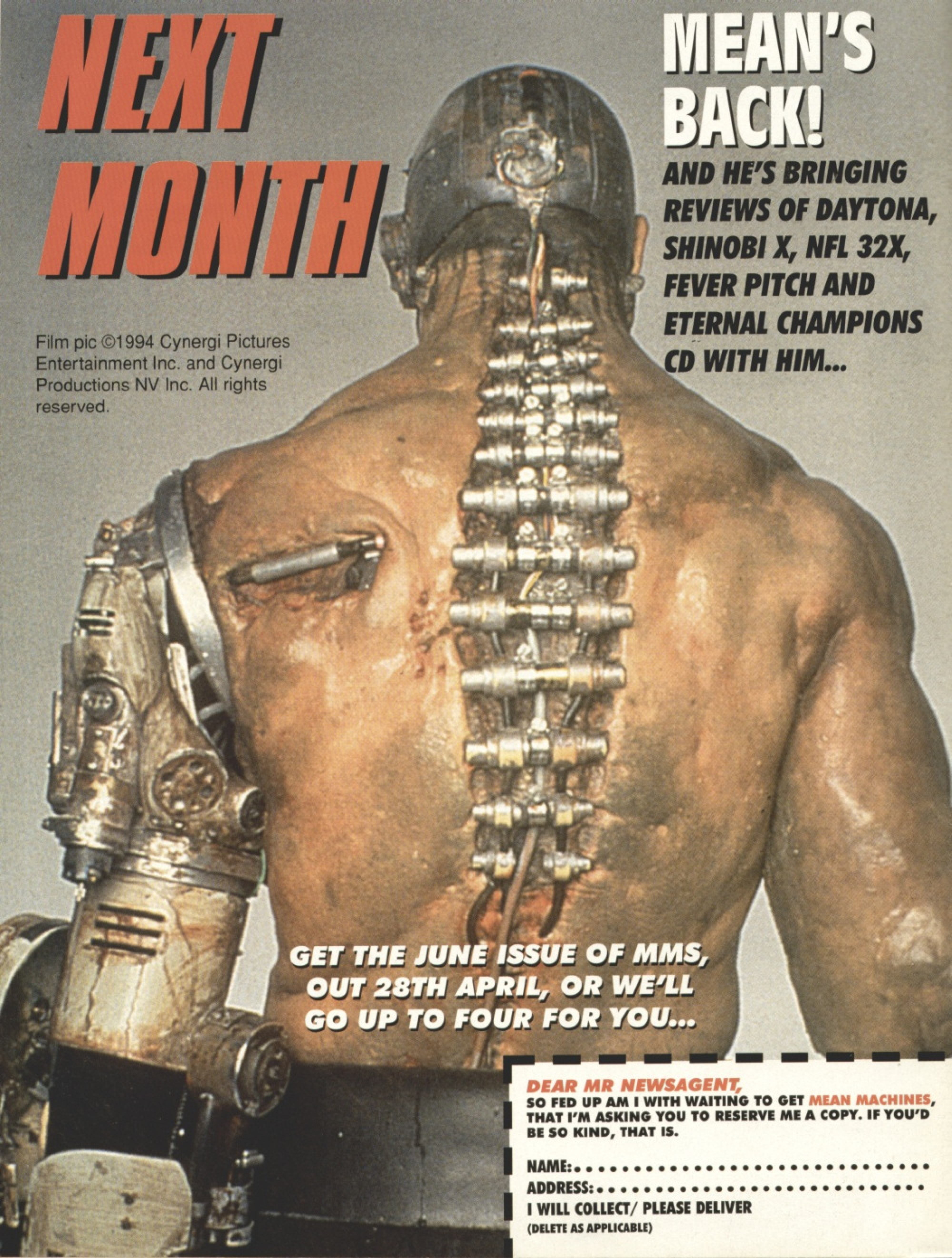
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NEXT MONTH



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